PRIMA'S OFFICIAL STRATEGY GUIDE

Legend of LEGAIA™

BATTLE TACTICS AND ART TECHNIQUES!

PRIMA GAMES

PlayStation

Bart Farkas

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Legend of LEGAIA™

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Dedication

For Cori and Donovan.

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Bart Farkas

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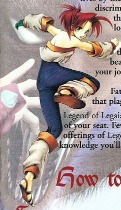
Introduction



Welcome to the world of Legaia, whose inhabitants face a grim situation. For 10 long years, the Mist has engulfed what used to be a peaceful world, blanketing it with gray coldness and claiming lives by the dozens. The Mist consumes the land for miles and does not discriminate between man and beast. A manifestation of absolute hatred, this man-made menace is produced by a series of Mist Generators located throughout the three realms of Legaia. But that's not all.

A horrifying creature, Juggernaut, poses a threat even greater than the Mist to the towns and villages of Legaia. This bloodthirsty beast will no doubt be the most frightening creature you'll encounter on your journey through these lands.

Fate has brought you here. Now you must find a solution to the woes that plague Legaia.

Legend of Legaia is an incredibly rich and complex game that'll have you on the edge of your seat. Few games pack as much into a single CD, so prepare to savor the offerings of *Legend of Legaia*. May your journey be blessed with all the skill and knowledge you'll need to succeed. Good luck!

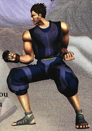
How to Use This Strategy Guide

This guide is designed as a step-by-step walkthrough. Chapters 2, 3, and 4 show you the path to victory through descriptions and many screenshots. The rich world of Legaia and your quest are described in detail, but not so much that it will detract from your experience as you play through. Each of the three realms—Drake Kingdom, Secubus Islands, and Karisto Kingdom—is explored in painstaking detail so you won't miss a beat as you progress through the game.

Chapter 1 features detailed battle tactics for Vahn, Noa, and Gala. Everything you need to defeat those evil enemies!

If you're looking for the inside skinny on items and potions, accessories, weapons, armor, or even enemies, check out the easy-to-use tables in the appendices, which have been designed for quick reference.

Whether you're looking for a nugget of information in the tables or you need some help to progress through a tricky area, this guide will help you conquer the troubles of Legaia and defeat the game.



Battle Tactics

Hyper Arts

In the course of your grand adventure, you acquire many important combat skills that will save you from an otherwise certain death. Each of the three heroes has been linked with a mystical Ra-Seru. The Ra-Seru guides you through the corrupt lands and allows you to provide strength to the fallen or sick Genesis trees. More importantly, however, the Ra-Seru allows the characters to perform distinct combat moves. Each Ra-Seru has a different name and power. With Meta, Vahn possesses the power of fire control. With Terra, Noa has the speed and swiftness of the wind. With Ozma, Gala can crush an opponent with the power and strength of thunder. These skills are referred to as Hyper Arts and are regulated by amounts of special energy (Art Points or AP) needed to execute the moves. Each Hyper Art is distinct and identifiable when it is performed.

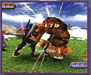
Note

The term AP in this chapter refers to Art Points. Art Points are required to use the Hyper Arts, and each Hyper Art requires a certain number of Art Points, or AP.

Hyper Elbow

Command: ←,→,←

The Hyper Elbow attack uses 18 AP and is a valuable part of your arsenal. Select this skill to attack enemies that are lower to the ground than yourself. You'll have a much more effective attack as you thrust your elbow into an enemy's skull, causing permanent brain damage.



Note

Your AP (or Art Points) build up as you take hits from an enemy when engaged in battle; they also pile up when you use the Spirit command.

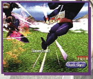
Vahn

Vahn learns his first special skill at the start of the mission in Rim Elm. He must speak to Tetsu the Biron Master to receive the Somersault skill. It's not a bad move to start off with, but it won't win you any contests. Let's look at all of Vahn's combat moves.

Somersault

Command: ↑,↓,↑

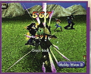
Use the Somersault on floating enemies (such as evil flies) and taller characters. You give a few shots to the body first and then throw yourself into a backflip-like motion. Although it is an impressive-looking move, the Somersault is not always accurate. This Hyper Art uses 18 AP. The move will leave a nice print in the seat of your adversary's pants.



Cross-kick

Command: ↓,↓,↓,↑

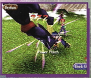
The Cross-kick is a kick attack that hits the enemy with a couple of shots to the body, followed by a pair of sweeps to the enemy's legs. If the enemy is weak enough, it'll be felled by the leg sweeps. The Cross-kick is best used against enemies found in the Sebucus Islands. This move requires 24 AP, but if you ever want to knock weaker enemies off their feet, this is the method you should employ.



Power Punch

Command: ←,←,↓

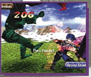
The Power Punch is a two-handed attack that can cause a lot of damage to the internal organs. This move is more effective against enemies that are not able to block your attack. Use this move as much as possible in early rounds. This attack uses 18 AP and surely makes the competition think twice before using you for target practice.



Pyro Pummel

Command: ←,→,↑,←

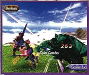
Selecting the Pyro Pummel over the Power Punch will greatly increase your success rate. The Pyro Pummel is helpful against those flying enemies that you can't reach very well. Be sure to check your AP bar before you try to execute this move. If the bar is low and you don't have enough juice, you'll just throw empty punches. The move requires 24 AP, so use it wisely.



Spin Combo

Command: ↑,↓,→,←

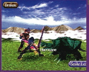
This complex spinning attack causes your opponent to fall to his or her knees. Although it's not truly a power move, it does a fine job on bigger opponents. This move requires 24 AP, and it's definitely worth it.



Hurricane

Command: ↑,↑,↓,↓

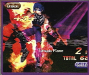
The best way to explain this attack is that you take the enemies down and pick them back up with authority. The Hurricane attack is a kick downward, followed by a gut-wrenching jab. The damage from this blow is extensive and long lasting. This move is well worth the 24 AP it requires.



Tornado Flame

Command: →,→,←

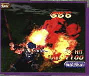
The Tornado Flame is a well-executed attack to the torso of the enemy. The move consists of jumping up in a spiral motion and placing a shot to the body with a flaming fist. This scorches the enemy's underbelly and inflicts a sizeable wound. The attack requires 30 AP, however, so use it wisely. Requires Hyper Art Book.



Fire Blow

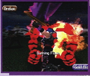
Command: →,→,↓,←

Your enemies will be singing a different tune when they get a sampling of this attack. The Fire Blow is a fantastic finishing move (a way to finish off your weakened opponent). When an opponent is significantly weakened, strike him or her with the Fire Blow to push him or her into the great beyond. The attack requires 40 AP and is worth it. Use it sparingly. Requires Hyper Art Book.



LEGEND OF LEGAIA™

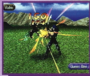
Burning Flare



Command: ➔,🡓,🡐,🡓,🡐

This is the Hyper Art of champions and the attack that you've been waiting for. The Burning Flare allows you to scorch the entrails of your assailants, teaching them a whole new meaning of pain. From beneath the enemy's belly you raise your hand high and unleash a mighty stream of flames. It's a fine finishing move and a beautiful sight to behold. One you've secured your victory, strike again just for the fun of it. The move requires a hefty 50 AP, but it's worth every last point.

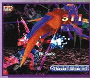
Cyclone



Command: 🡓,🡑,🡑,🡑

The Cyclone is a very impressive attack due to its high flying style and execution. This move involves a jumping spinning heel kick followed by a front flip. As you smash down on your enemy, you will plant two downward heel strikes. This is a very complicated move to execute—do not try this at home! The AP used for the attack is 24 of those valued points.

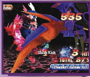
PK Combo



Command: 🡓,🡑,🡑,🡐

This combination move consists of three kicks to the torso followed by two power punches. This move can make a good day go really bad for an unsuspecting enemy. The move works well with average-sized enemies and requires 24 AP.

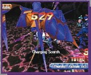
Slash Kick



Command: 🡑,🡓,🡐

The slash kick is a few strikes to the body, followed by a jumping sidekick to the face. You'll be able to knock some sense into your opponent with this swift move. The Slash Kick requires 18 AP.

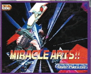
Charging Scorch



Command: 🡓,➔,🡑

This quaint little move allows you to get under your enemy in a major way. Two quick body shots warm you up for a flaming charge into your opponent. The Charging Scorch requires 18 AP.

Vahn's Craze (Miracle Art)



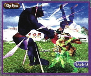
Command: ➔,🡓,🡐,🡑,➔,🡓,🡐

This is Vahn's ultimate Hyper Arts move. You'll turn quite a few heads when you unleash this flow of anger upon an enemy. Vahn's Craze is a sequential combination of all his Hyper Arts moves, and requires 99 AP.

Noa

Noa receives her Lizard Tail Hyper Art after finishing her practice round. Noa doesn't use power as the foundation of her moves; instead, she uses her expert agility to gain maximum effectiveness from her attacks. Let's look at Noa's set of Hyper Arts.

Lizard Tail



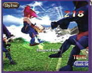
Command: 🡑,🡓,🡑

The Lizard Tail is a beginning move that has Noa performing a back Somersault and kicking the enemy in the chin. While it looks impressive, it's really one of Noa's weaker moves. You can inflict the same amount of damage with a normal attack. The move requires 18 AP.

Blizzard Bash

Command: →,←,↓

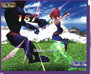
This move mirrors a basketball slam dunk. The attack begins with a few blows to the body, followed by a leaping slam to the top of the head, causing a severe head injury. Although this is a fine attack for earlier enemies, it is not for the stronger ones. The attack uses just 18 AP, so use it for several rounds without fear of running out of juice.


Sky Fox
218
Blizzard Bash
TOTAL
Bark Gg

Dolphin Attack

Command: →,→,←,→

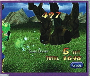
The Dolphin Attack is in a class all its own. A move that promises to wow, it involves a spiral jump in combination with a few quick body shots. It's an effective attack and can be used freely in combat. The move requires 24 AP.


Sky Fox
187
Dolphin Attack
Bark Gg

Swan Driver

Command: ↓,↑,↑,↑

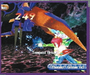
This attack unleashes multiple kicks to the abdomen, causing a lot of misery to your opponents—it may even give them ulcers. It's not a classy move, but it gets the job done. Knowing your enemy well is an asset. If the opponent is large and can block easier than other enemies, you may not get full effect with this attack. The Swan Driver requires 24 AP.


497
Swan Driver
5 HIT
TOTAL 1648
Grude

Tempest Break

Command: →,→,←,↑,↑,↑

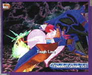
Noa can make cause striking transformations to an enemy's body with the Tempest Break. A couple of kicks softens up the enemy's frail tissue and then she uses her hands to pierce the skin and cause him or her a great deal of pain. The Tempest Break requires 36 AP.


249
Tempest Break
<Thunder> Gilium lv3

Tough Love

Command: ↓,↑,↓,←,→

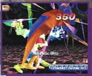
Love can be tough, yes... but it's rarely as brutal as this! Noa does a few up/down hits and follows them up with a reverse heart toss, causing your opponents to love her to death. Tough Love requires 30 AP.


Tough Love
<Thunder> Gilium lv3

Acrobatic Blitz

Command: ↑,↓,↓

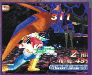
Noa, the most agile of the group, performs this move with grace. A shot to the head and then to the body is followed by a forward flip that drives her two feet into the skull of the enemy. The Acrobatic Blitz requires 18AP.


350
Acrobatic Blitz
<Thunder> Gilium lv3

Sonic Javelin

Command: →,↓,→

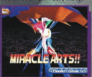
The Sonic Javelin is a combination of skill and power. Noa delivers a powerful and deadly supersonic punch to the unfortunate opponent—and if you listen closely, you can hear his insides collapsing from the impact. The move requires 18AP.


311
Sonic Javelin
2 HIT
TOTAL 455
<Thunder> Gilium lv3

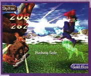
Noa's Ark (Miracle Art)

Command: ←,↑,→,↓,↑,←,↑,↓→

This is Noa's ultimate Hyper Arts move. You'll be the center of attention when you unleash your fury onto a witless enemy. Noa's Ark is a sequential attack of all her Hyper Arts moves, and requires 99 AP.

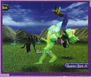

MIRACLE ARTS!!
<Thunder> Gilium lv3

Rushing Gale



Command: ↑, ↑, ←, ↓, →
The Rushing Gale is a visually stunning attack that involves performing an elegant triple kick. Noa performs the impossible in an effort to render the opponent senseless. This is an effective all-around attack that's great to watch. This move requires 30 AP, and it's worth it.

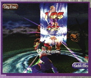
Bird Step



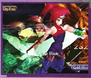
Command: ↓, ↓, ↓, ↑
The Bird Step involves hitting the enemy with a pair of blows to the torso, then flying up in the air and stomping on the enemy's head a few times. Use this move against midrange enemies, most of which are found in the Sebucus Islands. This move requires 24 AP to "fly."

Frost Breath

Command: ←, ←, →, →
The Frost Breath attack brings mother nature into the fray by calling upon the power of wind. A large tornado spirals up from the enemies' feet and twirls them into knots. This attack is very effective when you're low on magic and want to cause some significant damage. Frost Breath requires 40 AP and leaves your enemies windswept and dizzy. Requires Hyper Art Book.



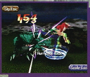
Vulture Blade



Command: ←, ←, →, ←, →
The Vulture Blade is a graceful move that begins with the arms swinging in a circular motion, Tai Chi fashion. The attack then proceeds with Noa ripping into her opponent's chest cavity with her bare hands without spilling a drop of blood. This impressive move requires 50 AP, so use it wisely. Requires Hyper Art Book.

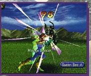
Hurricane Kick

Command: ←, ↑, ↑, ↑, ↑, ↓, →
This is one of the most powerful kicking attacks in the game. Noa attacks your opponent with a fierce flood of ravaging kicks to the torso, causing death in most circumstances. Should the enemy live to fight another round, refer to the magic section to take him down. The Hurricane kick requires 70 AP. It is a real bargain. Requires Hyper Art Book.



Mirage Lancer

Command: →, →, ↑, ↑
The Mirage Lancer is an elegant ballet-style move. With a few shots to the body Noa sets herself up for a dangerous attack to her enemy's upper body. The move involves a charge strike to the body and then, as she pushes off the enemy into the air, she applies two more shots to the head area. You will have to lose 24 AP to see this skill in action.



Battle Tactics

Gala

Gala is the "brute" of the three characters, so his Hyper Art abilities focus more on strength than dexterity. From the somewhat effective Flying Knee Attack to the bone-splintering Explosive Fist, Gala's moves will be the cornerstone of your brute-force attacks. Here's the skinny on them.

Flying Knee Attack

Command: ↓, ↑, ←

Gala
727
Flying Knee Attack
TOTA
Grude

The Flying Knee Attack is a fast and powerful shot to the body. With swift agility Gala delivers a sharp shot to his opponent, stunning him or her for a short time. The Flying Knee Attack is a good Hyper Art to use on weaker enemies and requires 18 AP.

Battering Ram

Command: ←, →, ↓

ChungWon
110
Battering Ram
Gold Bi

The Battering Ram attack involves delivering two hand shots to the body and then following them up with a shoulder smash into Gala's opponent. The attack can do a real number on the enemy, especially if he's not tough enough to handle the blow. The move requires 18 AP.

Guillotine

Command: ←, ↑, ←

The name of this attack might make you think it's a very brutal move. However, it's not as grisly as it sounds. It's an effective move against lower level enemies, but it's not a move you would want to use on a higher level enemy. The attack involves delivering a mighty blow to the head with his right arm in an effort to bring the enemy down a few notches. The move requires 18 precious AP.

ChungWon
268
Guillotine
3
TOTAL 48
Gold Bis

Black Rain

Command: ↑, ←, ↓, ↓

ChungWon
244
Black Rain
5
TOTAL 7
Gold Bi

This attack begins with a leap in the air. Gala comes down on your opponents' heads with great fury, causing them to bend to your will. Because this attack uses a large amount of AP, it is a good way to deal with a weaker enemy that can be brought down with just one blow. The attack requires a mighty 24 AP.

Side Kick

Command: ↓, ↓, ↑, ↑

Gala
311
Moldy Worr

The Side Kick involves attacking the opponent's torso with a pair of body shots followed by a low kick and then a powerful Side Kick. As with other attacks that require 24 AP, this attack is effective in the Sebucus Islands, where it matches up well against the enemies you face.

Thunder Punch

Command: →, →, ←

The Thunder Punch can be used effectively against any enemy that steps in your path. First you call on the gods of thunder to add a little more juice to the blow and Gala plants his fist in the face of his opponent—who falls helplessly to the ground. The stronger you get, the more you will come to love this attack. The move requires 30 AP, and it's well worth it. Requires Hyper Art Book.

ChungWon
Thunder Punch
Heavy Gr

Lightning Storm

Command: →, →, ↑, ←

This is a very complex move that involves Gala's entire body. An inside spinning crescent kick is transformed into a straight-arrow punch to the face in one sweet motion. The gods of thunder play a role in this move, too, by lending you some electrifying strength. The attack will no doubt dominate your play tactics for a time. Show the enemy who's the boss with 40 AP. Requires Hyper Art Book.

ChungWon
292
Lightning Storm
Dark

Explosive Fist

Command: →,→,←,←,←

453
Explosive Fist
4 HIT
TOTAL 1473

The Explosive Fist is a Hyper Art that would scare the pants off any vicious enemy. Gala unleashes a massive round of fierce punches into an enemy's body, crushing his or her insides like a grape. Tougher enemies may be able to muster up a couple of blocks, but don't let that fool you. The blows that do land will still have a lasting effect. The Explosive Fist requires a worthy 50 AP. Requires Hyper Art Book.

Bull Horns

Command: ←,↑,→,↓,←

Bull Horns
<Earth> Kemaro Lv3

Ah yes, it is time to perform one of Gala's power moves against an unexpecting enemy. This attack is a series of blows followed by a forceful attack to the upper body. This causes a good amount of damage to the enemy and leaves him or her in confusion. The AP used for this attack will set you back 30 big ones, but hey, you have to do what you have to do!

Neo Raising

Command: ←,←,→,↑,←

292
Static Raising
<Thunder> Gilium Lv3

The Neo Raising is a bone-crushing punch to the body causing internal bleeding and great pain. This will teach your foes a few things about messing with you and your crew. The move requires 30AP.

Electro Thrash

Command: ↑,←,↓,→,←

352
Electro Thrash
<Thunder> Gilium Lv3

The Electro Thrash serves up a tasty recipe for enemy soufflé. A dash of facial slapping is followed by a pinch of weapon swinging and a thick spread of thunderous punches to the body. This move requires 30 AP.

Back Punch

Command: ←,→,←

Gala
437
Back Punch
TOTAL
<Thunder> Gilium Lv3

The back punch will take you back to your days in the school playground. Gala performs a mighty backhand against his opponents, causing them to run away crying. The Back Punch requires 18 AP.

Head Splitter

Command: ←,↑,↑

Gala
Head-Splitter
<Thunder> Gilium Lv3

This is an open-handed blow to the enemy's head that causes him to see stars. A great way to induce a powerful headache. The Head Splitter requires 18 AP.

Ironhead

Command: ↑,↓,↓

Ironhead
<Thunder> Gilium Lv3

This is a spinning attack followed by a powerful head butt to the body. The move has a heavy impact on enemies that are standing, but a much smaller impact on enemies lower to the ground. The Ironhead move requires 18 AP.

Biron Rage (Miracle Art)

Command: →,→,↓,↑,↓,↑,↓,←,←

Gala
MIRACLE ARTS!!
<Dark> Puera Lv3

This is Gala's ultimate Hyper Arts move. He summons all his power and unleashes his full complement of Hyper Arts moves onto the hapless enemy. This slick trick requires 99 AP.

Super Arts

The Super Arts are bonus attacks you have been blessed with by a higher power. Each one of these arts is very powerful and is a combination of existing moves you have in your Hyper Arts list. To perform a Super Arts move, make sure your AP is high enough for the combination and your extremities bar is long enough to fit all the commands. If you have less than 50 AP available or you want to perform a more complex move, you'll need to take one turn to call upon your Spirit. Once you're ready, simply enter the command sequence and watch the fireworks that follow. You'll take control of the battle and walk away the winner.

Vahn

Fire Tackle

Fire Tackle
TOTAL 2385

Command: ←,→,←,←,↓,→,↑
This move is a real treat for anyone who plays football. Vahn stretches his muscles with a few practice moves and then tackles the opponent by lodging a Flaming Shoulder. The Fire Tackle can take down the enemy in a real hurry. 54 AP.

Power Slash

Power Slash

Command: ↓,→,↑,↓,↑,↓,←
Vahn performs a few impressive minor attacks as he builds the adrenaline for the final blow. He steps back, positions himself, and leaps in the air to drill the enemy with a Flying Flaming Sidekick. 54 AP.

Maximum Blow

752
Maximum Blow

Command: ↓,→,↑,↓,←,←,↓
This move consists of a few warm-ups followed by a Two-Handed Spear Attack to the torso. The Maximum Blow seriously damages an enemy's body and ego. 54 AP.

Rolling Combo

Rolling Combo

Command: ↑,↓,→,←,←,↓,↑,↑,←
Vahn focuses his energies to perform an impressive round of well-placed kicks. He starts off with a stunning display of foot action, then follows it up with a Double Spinning Heal Kick. 66 AP.

Tri-Somersault

220
Tri-Somersault

Command: ↑,↓,↑,↑,↑,↓,↑
This move is similar to Noa's Triple Lizard attack. Vahn softens up the enemy with a couple of body shots then gives him or her a face lift with three Flaming Backflip Kicks to the chin. 60 AP.

LEGEND OF LEGAIA™

Noa

Super Javelin

516
Super Javelin
TOTAL

Command: ↑,↑,←,↓,→,↓,→
The Super Javelin is a boosted version of the Sonic Javelin. Noa starts the session off with a few warm-ups and then pulls this move out of her bag of tricks. She delivers a juiced-up power shot to the torso causing a great deal of pain to the enemy. 48 AP.

Super Tempest

149
Super Tempest
TOTAL

Command: →,→,←,→,→,←,↑,↑,↑
Noa performs four powerful Spear Hand Blows to the abdomen and finishes the round off with two mighty jumping uppercuts. This will usually knock the enemy off his feet and out of the game. 60 AP.

Love You

Command: →,→,↑,↑,↓,↑,↓,←,→
Noa can be a real sweet-talker—until she's angry. She first slaps some sense into the enemy, leaving him or her dazed and confused. She follows that up by blowing a deadly kiss of death and smothering the enemy with her love. 72 AP.

Triple Lizard

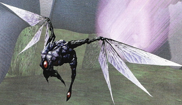
130
Triple Lizard

Command: ↑,↓,↓,↓,↑,↑,↑,↓,↑
This is a very basic, yet impressive power move. Noa attacks the enemy with a few simple opening moves and then catches the victim by surprise by performing three forceful Back Flip Kicks to the chin. 60 AP.

Dragon Fangs

Dragon Fangs

Command: ↑,↓,↑,↑,↑,↓,↓
This move is quite similar to the Acrobatic Attack, but with much more punch. The Dragon Fangs move will usually take care of business for you—but if not, don't hesitate to repeat. 60 AP.



Gala

Triple Back Punch

107
Back Punch x3
TOTAL

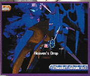
Command: ↑,↓,↓,↑,←,→,←
Gala performs a well-executed Triple Backfist move against his enemy. The three punches are performed simultaneously with great force making short play of anyone who stands in his way. 54 AP.

Super Ironhead

Super Ironhead

Command: ↓,↑,←,↑,↑,↓,↓
Gala uses his head to win the fight... literally. Drawing the opponent's attention away from his or her defense, he delivers one mighty headbutt into the enemy's upper body. While this is no way to win a fight, it's a good interim attack. 54 AP.

Heaven's Drop



Command: ↓,↑,←,↑,↑,←,↓,↓
This slam dunk attack inflicts some hefty damage to the upper cranium. Gala slows his opponent with a few distracting body blows then leaps in the air to come crashing down with all his might. 60 AP.

Rushing Crush

732
Rushing Crush
TOTAL

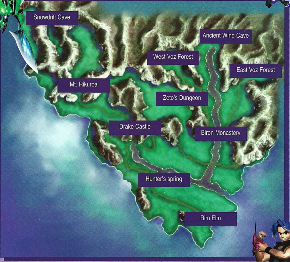
Command: ←,→,↓,↑,←,↑,↑
Gala uses his weapon to knock the opponents into submission, and then sends them flying across the room by driving into them with a thunderous forearm. This will make your enemies think twice about challenging your strong man. 54 AP.

Neo Static Raising

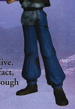
216
Neo Static Raising

Command: ←,→,←,↑,←,←,→,↑,←
Gala unleashes his fury onto the enemy with an impressive series of blows with his weapon. He finishes off his victim by pounding him with powerful left and right punches, followed by a gigantic uppercut. If the enemy doesn't yield after this attack, you're dealing with a real monster. 66 AP.

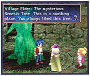
Drake's Kingdom

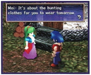

Snowdrift Cave
Ancient Wind Cave
West Voz Forest
East Voz Forest
Mt. Rikuroa
Zeto's Dungeon
Drake Castle
Biron Monastery
Hunter's spring
Rim Elm

Rim Elm

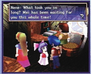


Your adventure begins here in Rim Elm, where you were raised and you now live. As you speak to the Elder, pay attention to every detail of the conversation. In fact, paying attention to all the conversations is imperative if you are to make it through the rest of the adventure.


Village Elder: The mysterious Genesis Tree. This is a soothing place. You always liked this tree.

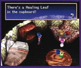

Mei: It's about the hunting clothes for you to wear tomorrow.

After you've taken a look at the village with the panoramic viewer, head up the stairs to meet up with Mei, the local girl who has a crush on you. She also is a tailor and will give you your first set of armor when you're ready to leave the village.

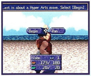

Nene: What took you so long? Mei has been waiting for you this whole time!

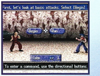
After talking with Mei, head to your house with Mei and meet with your family. At the house, Mei takes your measurements for the Hunting Clothes that she'll give you later on.

Tip

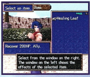

There's a Healing Leaf in the cupboard!

Be sure to check the closets in the houses and buildings to find items that will help you on your journey.


Last is about a Hyper Arts move. Select [Begin].

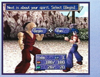

First, let's look at basic attacks. Select [Begin].

To enter a command, use the directional buttons.


Select an item.

Recover 200HP. Ally.

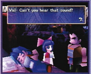
Select from the window on the right. The window on the left shows the effects of the selected item.


Next is about your spirit. Select [Begin].

After you've done all you can in your house, exit to the beach area to meet up with Tetsu the Biron Monk. He'll teach you martial arts skills that you can use to win your battles. Pay careful attention to the teachings of Tetsu: you'll need these skills later.

After you've completed your martial arts session with the Biron Monk, ask him about the Biron Monastery to learn what awaits you. Tetsu can teach you many things, although it will be up to you to discover others on your own. Once you have learned all you can from him, head to the wall. Here you see the hunters arrive with the wounded. Mei's father has been killed by the Mist, and she breaks down in front of the other villagers.

You're there to comfort her in her time of need, but you must be strong and get ready for the hunt the next day. You have to leave Mei in her house and head back to your own home. Talk to your father to get some rest before tomorrow. While resting, you are awakened by your father, who insists that you go investigate a mysterious noise coming from the Great Wall. You must go and find out what the problem is.



At the Great Wall, speak to the Village Elder to find out what may be causing the noise. The Great Wall has protected this village for 10 years and may be threatened by an outside force, so be ready for some action. Following your conversation with the Elder, you meet the evil Zeto. His desire is to take over the world with the Mist and crush all puny humans into the ground or make them slaves of the Mist.

Note

Toward the right of the Rim Elm entrance, there is a cave containing a Memory Statue. Use this save point often.

You notice the great powers of Zeto when Master Tetsu leaps at him and gets knocked down like a fly. Following this stressful event, you meet Juggernaut, the big bully on the block. He blasts a hole in the wall, allowing the Mist to flow inside, followed by the Seru monsters. The main goal of the Seru and Zeto is to destroy the village's Genesis tree. You'll have to defend it at all costs. You get random encounters here with free healing power from Nene in your house. This is a great opportunity to level up. Also, if you head to the house just above Vahn's, the lady will give you three Healing Leaves if you respond, "Someplace Safe."

Tip

Head to Mei's House and tell her that the Mist has come. If you offer to take her back to your house, you'll receive a pendant later in the game.

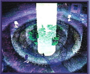
You must go directly to the Genesis tree to meet with one of the villagers protected by the tree's power.

After your conversation with the villager, walk over to the tree and touch it. You are joined with a friend who will help you along the way. His name is Meta and he is a Ra-Seru.

Meta bonds to your arm and becomes part of you, making you a threat to the Seru and the Mist. While wearing the Ra-Seru you cannot be harmed by the Mist.

Once you're one with Meta the Ra-Seru, head back up to your house to gather up the villagers and get them to go to the Genesis tree.

At the Genesis tree, you must get the people to pray together to give it back its life. With the Genesis tree revived, the village is rid of the Mist and the Seru. As long as the Genesis tree is kept alive, the village will be safe.



Now that the village has been saved, there is a funeral for Mei's father and the other brave souls who perished because of the Mist. As their caskets are pushed off to sea,

LV 1
137/ 180
20/ 20

you must get prepared for the long journey ahead of you. After the funeral, the Village Elder will ask you to rescue Mei's mother for him; you must agree to do this. Before you leave, go to the Weapons/Items shop and purchase a knife and armor to improve the effectiveness of your attacks. Also be sure to save your progress at the Memory Statue near the cave exit. Along your way to Hunters Spring, you can save your progress at the Memory Statue anytime.

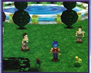
As you leave the village, Mei comes running to let you know that she'll miss you and to wish you good luck on your journey. She also gives you the Hunter's Clothes that she made for you. Put these on to increase your defenses against enemies. At this point, Mei also gives you Mei's Pendant provided you took her to Vahn's house the night before.

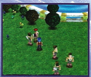
Now you're ready to go out into the Kingdom and destroy the source of the Mist, thereby ridding the Kingdom of it forever. Head to the Hunters Spring to meet up with a few people who can help you along your way by giving you information and offering advice.

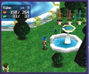
If you look for a tree near the windmills, you will be attacked by bees. These bees can cause as much as 330 HP of damage. Come back here when you have the rest of your party. When you defeat the bees, you will get honey. Make sure you do not talk to Nene or else she will take your honey!

Hunters Spring

Welcome to the Hunters Spring; those who rest here are not affected by the Mist. The Hunters Spring is a relaxing garden area that hosts a few hunters and a man from Drake Castle. His name is Lezam and he can tell you some pretty interesting stuff.



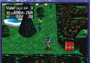




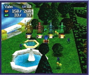
Lezam is a messenger of King Drake and was on his way to Rim Elm when the Mist arrived and turned him into a Seru monster. When you defeated the Mist at Rim Elm, he was freed from the curse and decided to rest here at the Hunters Spring.

To the right of the garden is a fountain where you can drink. When you drink from this fountain, your HP and MP will be restored to max.

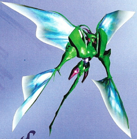
It's a good idea at this point to leave the spring and fight some enemies to build up your HP levels. If you start to get low on HP, you can simply reenter the spring and restore your health to max in a split second. Then repeat the exercise. The higher your HP level is, the better. Also practice using Spell since the spring heals MP as well. In Hunters Spring you can also find a chest with a Healing Leaf in it. Keep your eyes open for these chests; there will be many throughout your quest.



In addition to the chest, there are four statues standing tall in the back part of the spring garden area. These statues tell you secrets on how to use magic and items. Read what they have to say; they'll give you a better understanding of how to handle different problems that may arise.

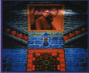


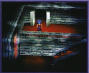
Remember, you can return here any time you want to if you need to restore your HP and MP levels. The spring will always be there to refresh you and quench your thirst. Now you must head to the next area, Drake Castle. Be sure to build up your experience levels before you go into the castle, to ensure your success. I recommend you are at least level 4.

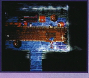


Drake Castle

Head northwest from the Hunters Spring to reach Drake Castle. Drake Castle is the capital of Drake's Kingdom and was named after the Kingdom's great king. Inside this structure are several rooms and staircases that lead to the upper parts of the Castle. Once this was a vibrant place with many loyal subjects. That was before the day the Mist arrived and turned most of the inhabitants—even the beloved King—into evil Seru monsters. Although the King had decided to open the Water Gate and let the river flow to stop the Seru from attacking the castle, his decision came too late. When his people were transformed, he decided to have them all locked in cages to prevent them from harming themselves and others.

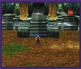




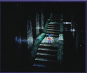


Inside the first part of the castle, you have to go up the left set of stairs and into the far left door. Inside this door you see the first of the caged people who have been possessed by the Mist. If you go near the cage, one of the possessed people will instinctively run up to attack you. Your Ra-Seru explains to you what it's like to be possessed by the Mist and the Seru. In the right corner near the entrance is a sparkling chest. Inside it is the Sunrise Key; you need this to open the middle door in the main hallway.

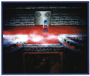
Tip



Just outside Drake Castle you'll find a treasure chest to the right of the gate. It contains a Door of Light.



Go to the doors marked with sun etchings and insert the Sunrise Key. You gain access to the staircase leading to the next part of the castle. The Mist is everywhere, so it's likely that you'll meet up with enemies going up the stairs.



Beyond the stairs, you find a small lobby with doors on both the left and right side of the entrance. These doors lead to the same large room.

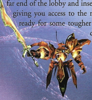
In this room is a bookshelf with a book inside titled "Drake Castle's Water." The book explains that the water of Drake's Kingdom is so pure that one can survive solely on it, without food.

On the other side of the room you find a case containing the Lightning Key. Take the key and exit the room, going back into the castle lobby.

Tip

In the bottom left corner of the room, hidden next to the wall, is a Fury Boost.

Head to the door marked with a lightening bolt at the far end of the lobby and insert the key. The door opens, giving you access to the next part of the castle. Get ready for some tougher opponents as you venture deeper into the castle.

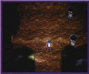


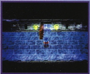
You again find two doors on each side of the entrance that lead to two different rooms. In the left room you find a bookshelf and a chest. In the bookshelf is a diary that tells of the final days before the Mist spread through the castle. In the chest is a Survival Knife. There is also a Magic Leaf, although you may have already purchased one of these in Rim Elm.

In the opposite room is a case containing the Star Key. Grab the key and head back into the main lobby of the castle. In the castle lobby is a bookshelf with a book that explains the geography of Drake's Kingdom.

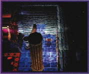
Once you've put the book back, head to the door with a star on it. Insert the Star Key to open the door and gain access to the staircase leading to the highest part of the castle.

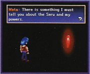
You now find yourself in the cavern outside the castle. Reenter the castle through the door to the left or right of the entrance. Once inside, head to the middle door and go into the throne room.



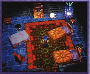


You notice doors at either side of the throne. The door on the right opens into a sleeping quarters where you can restore your HP and MP levels. Meta also tells you about magic use and the method for retrieving magic from enemies.



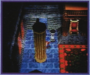


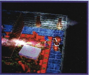
Meta: There is something I must tell you about the Seru and my powers.

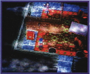


This room also contains a chest and a bookshelf containing items that will help you. Inside the chest is Fire Book I on Hyper Arts that will teach you Tornado Flame. The bookshelf holds a book on how the Seru works and the effects of wearing it.

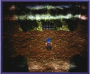
The door on the other side of the throne room leads to the King. The King is possessed by the Mist and is locked in a cage. To the back of the room is a case with the Mountain Key inside it. Take the key, then head to the chest near the front of the room. Inside is a letter you must read. The letter explains who the King is and what has happened to his Kingdom.

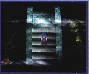






After you've read the letter, head back out to the throne room with the Mountain Key and battle a couple of enemies to boost up your experience levels to a minimum of level 7. Don't forget that you can fill up your HP and MP levels in the sleeping quarters anytime. Be sure to do that and to save before you move on to the next area. Now head to the gravel area and insert the Mountain Key to open the gate.



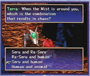


After the gate is open, head up the stairs and back into the Mist-covered land. It may take a second for your eyes to adjust from the dark dungeon to the brightness of the outside world. Make your way to Mt. Rikuroa.

Snowdrift Cave

The game now leaves Vahn and takes you to your new partner. Her name is Noa and she has been trapped in this cave since she was a baby. She has a wolf partner that is possessed by a Ra-Seru. Her name is Terra, and she has been teaching Noa the ways of life and has been watching over her.

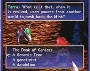
Follow Terra through the cave. At each stop point she will ask you a question, which you must answer correctly before you can continue through the cave. Pick up any Pink Healing Shrooms you find. Follow Terra and don't worry about meeting any nasty enemies: there is no Mist in the cave because it has been sealed for a long time.



Terra: When the Mist is around you, which is the combination that results in chaos?

Seru and Ra-Seru
Ra-Seru and human
Seru and human
Human and animal

Be sure to make the right choice when answering each question, or you'll have to go through the whole sequence of questions again. The hand in the photo below indicates the answer to each question. This is the first question that you will be asked.

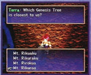


Terra: What is it that, when it is revived, uses powers from another world to,push back the Mist?

The Book of Genesis
A Genesis Tree
A geneticist
A dandelion

The next question area is not far away from the first one. Continue to answer the questions with confidence, and you'll get to the end of the cave in no time. The next area is just below, as indicated by the hand.

Along your way to the next question, pick up the Healing Shroom. You can use this to heal yourself, recovering 200 HP, when you've been injured by an enemy. Be sure to use it wisely and to use it only when you really need it.

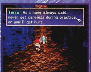


Terra: Which Genesis Tree is closest to us?

Mt. Rikuaku
Mt. Rikuraku
Mt. Rirokua
Mt. Rikuroa

Finally, you have arrived at the last question, and you are able to move on through the cave and start your training. The next answer is just below and is indicated by the white hand.

Practice your fighting techniques on some very interesting opponents. They may look cute and feeble, but they are far from weak.

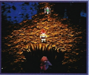


Terra: As I have always said, never get careless during practice, or you'll get hurt.

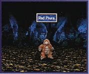
The red Piura is less challenging than the black Piura, but will still give you a good workout. He will not, however, give you the experience you need to exit the practice round. Beat up a few red Piuras and build up your experience, then go after the black one.

Tip

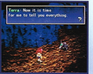
After two battles against the red Piuras, talk to Terra. She will teach you an art move.



After each round with a Piura, go visit Terra to heal your wounds. This allows you to fight the next round without using your Healing Shroom. After you've beaten enough of the red Piuras, challenge the black one. The black Piura is a very strong hitter and takes away a lot of HPs, so be prepared.



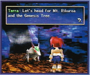
After you fight a few battles and get healed by Terra, you receive the Lizard-Tail Hyper-Arts move. With this, you can hit harder and cause more damage to the Piuras. Once you've finished your training, navigate your way back through the cave and find Terra. She will tell you the story of how you came to be. Unfortunately, she is interrupted by an explosion and shaking of the ground.



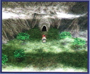
Terra: Now it is time for me to tell you everything.

Make your way back to the beginning of the cave and escape with Terra. You'll then need to head to Mt. Rikuroa to save the Genesis tree there.

Note Random battles will occur at this point. Since Terra has not yet joined your party, you may need to use the Healing Shrooms.



Terra: Let's head for Mt. Rikuroa and the Genesis Tree.

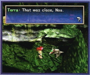


After you exit the snowdrift cave, make your way south west to Mt. Rikuroa across the open area of Drake's Kingdom. To the east you will find the Nail Glove in a chest. Be ready to do battle with some extra-strong opponents as you progress.

Mt. Rikuroa

From the start point, make your way into the mountain and then to the top to find the Genesis tree. Head to the Memory Statue and save your progress. Collect the Healing Leaf from the chest and enter the mountain.

Tip With Terra in your party it is impossible for Noa to die. Use this opportunity to level up her character at least to level eight before fighting Carubam.



Terra: That was close, Noa.

Make your way across the rocky catwalk and be careful not to get hurt by the falling rocks.

As you make your way to the end you come across two red chests. The first one contains a Scarlet Jewel, which increases your upper defense by 20 percent. The second chest contains Power Water, which increases your attack power by a factor of 4. Take these before you reach the end of the cave.

Terra: Look!
The exit is right there!

Terra: Noa...
It seems we must fight him if we wish to get out of the cave.

Now that you've come to the end of the little rocky walkway, you must face the evil Golem. He is a large rockman monster that is blocking your path through the doorway. He has around 650 HP. Use your Lizard Tail Attack throughout the fight with him if you want to survive. Terra is there to help you out, of course, but you can't always expect her to be, so you may as well get ready to defend yourself now.

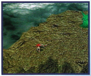
Terra: !

You're now at the top of the mountain. There you're about to find out Terra's story and how this wolf can do what she can do. This is a good time to take a break and let everything soak in. Get ready for the next task because it will be one heck of a battle.

Enter the next cave, and walk to the chest and pick up the Phoenix that is inside. Continue and find the point where you can save your progress. After you've saved, head through the door to the next area.

Note Make sure you're prepared to fight a major boss immediately after the Memory Statue. Check your levels and make sure you're comfortable with them; this is your last chance to do anything about it. You should be about level eight.

You've now reached the summit and the Genesis tree, but brace yourself because the end is far from near.



As you near the tree, meet Zeto, the almighty evil one. You have to defend yourself against his Guard Dog, Caruban. He has around 1,000 HP. Don't strike Caruban with much force right off the bat; if you do, he will attack with full force and cause you to spend more time healing yourself than fighting. Thankfully, you won't be alone for long as you are soon joined by Vahn and his Ra-Seru, Meta. The fight will begin only when Vahn reaches the top of Rikuroa. Be sure to build up those HP levels because Caruban can at times take you down 500 HP.

Now that you're Vahn again, you must make it to the top of the mountain to help Noa and her Ra-Seru. When you get to the gate, push it open and head to the side of the mountain.

Meta: Let's hurry to the top of the mountain!
Our friends...

Before you head all the way up the side of the mountain, go to the right and walk back down. You'll find a red chest containing a Speed Elixir patiently waiting for you to open.

Tip It's a good idea to have Vahn absorb the Light Spell from the Vera enemies. The Healing Spell should come in handy during your upcoming boss battle.

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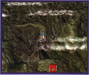
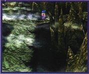
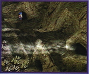
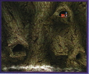


Now head up the mountain and enter the cave opening in front of you. As you enter, you see two ways to go. Go to the left and follow the passage to its end. When you get outside, jump across to the other ledge and enter the door there. There is a wall that you need to hop up and around to an upper catwalk. At the end, there is a chest with a Vahn Fist inside. This will increase your attack strength and allow you to take out the competition a lot faster. Once you're wearing the Fist, head back down to the main entrance and head to the right side of the door.

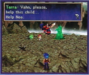






Taking this path will lead you to the top of the mountain and the summit where Noa and Terra are. Along the way you come across another red chest with a Healing Bloom inside it. Collect it and continue to the summit.

Once you're at the summit, you can save the progress that you have made and prepare for the battle you're going to have with the beast. You're about to team up with Noa against this enemy. The fighting rules are the same as before, except that this time you must control both of them. Now, if you're ready, let's go take this doggie for a walk.

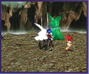


Terra: Vahn, please,
help this child...
Help Noa.

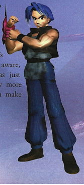
Beating the beast will not be that big of a deal. Be sure to have the Vera magic to help you out when you're low on energy. Make your attacks strong and direct, and heal in between. If you're low on energy, be sure to heal to the max that you can or you'll be chewed up and spit out.

Boss: Caruban

A tough fight, Caruban has an attack that can drain 500 HPs off of each party member. You'll want to come equipped with plenty of Healing Items and the Vera spell. The most effective way to strike Caruban hard is to use a high level Gimard spell. Otherwise, hit it with Hyper Arts attacks and try to have Noa "Spirit" up to cut down on the damage.



Defeating the beast allows you to revive the Genesis tree and receive the Ra-Seru from the wolf. When you revive the Genesis tree, Drake Castle will be restored to the state it was in before the Mist arrived. The King will also be waiting for you at the back of the castle. Going back to the castle is the only thing you have to do before clearing the rest of Drake's Kingdom of the Mist. Be aware, though, that the battle has just begun and you have many more fights ahead of you as you make your way back to the castle.



Return to Drake Castle

Returning to Drake Castle is a must if you wish to advance through the Kingdom. You must speak to King Drake in his throne room to receive the Water Gate key.

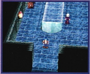
Noa: Vahn! Voices!
I hear a whole lot of voices
from inside!

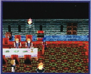
King Drake: Hmm!
What an amazing story.

King Drake: I know that you both
are on separate quests.

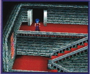
In the King's throne room, tell him of your journey and how you came to defeat the Mist and how you became partners with Noa. Then take the Water Gate key and leave the castle to return to the Kingdom. Eventually you will insert the Water Gate key into the Water Gate lock.

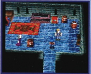
Before you exit the castle, be sure to stop in the rooms where the caged people were. The cages are now gone and you can find chests in their places. The second lobby is where you make the first stop. Enter the room and collect the Healing Leaf from the chest. Speak to the man in the northwest corner of the room. He gives you a book called the Secrets of Biron. You will learn new Hyper Arts when you read it. Now exit the room and head to the next lobby area.



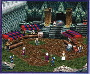


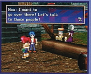
You are at the main entrance of the castle with the red carpet and stairs. Enter the left door and collect the Healing Bloom from the chest.





The room through the door on the right also has a chest that contains Swift Water. Be sure to talk to the characters in the rooms to find out interesting clues about what you have to do. Now exit the castle and head into the market, where you can buy some supplies, armor, and items for the long journey ahead.





Noa: I want to go over there! Let's talk to those people!

When you reach the outside of the castle, Noa is so excited to see so many people that she runs away. You must find her and talk to the people she talks to before you can start making purchases.

Note

If Noa asks you what money is, answer that you do not know. You will get a Fighting Robe.

Once you've bought all that you can or want, leave the castle's courtyard and head to the Water Gate next to it. Here you insert the Water Gate Key and stop the flow of water.

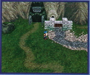
Tip

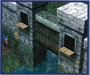
Noa gives you a chance at some free Healing Shrooms when she quizzes you after talking to the supply merhant. Two correct answers earn you five Healing Shrooms while three correct answers earn you ten! The correct answers are:

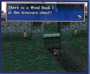
- **Healing Berry**
- **Escape from a dungeon**
- **Wats**

When you insert the key, the Water Gate will drop and close off the water flow, allowing you to cross over to the other side. Be sure to collect Wind Book 1 from the chest so Noa can receive a new Hyper Art for her list.

Now it's time to head to the other side of the river canal to the Biron Monastery.







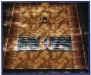
There is a Wind Book 1 in the treasure chest!

Tip

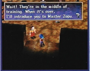
Before heading to Biron Monastery, return briefly to Rim Elm. In a night stand in the upstairs bedroom of the items shop, you'll find the Point Card. This item will become extremely useful later on in the game, but it's important to pick it up early.

Biron Monastery

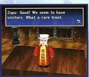
Upon entering the Monastery, you notice an open door and then a switch on the floor. You must activate the switch before you can enter the building. Doing this activates the fans and closes the door behind you, ensuring that any Mist has been dispersed from within the entrance.



You'll be able to meet the master of the Monastery as soon as the training session has been completed for the day.

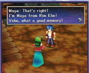


Wait! They're in the middle of training. When it's over, I'll introduce you to Master Zopu.



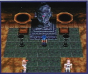
Zopu: Good! We seem to have visitors. What a rare treat.

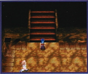
Master Zopu greets you and welcomes you to the Monastery. He asks you for your names and inquires about your journey. You also meet Master Teacher, who will join you for the remainder of your quest. After you have met Songi and Master Teacher, you are greeted by Maya, the missing woman from Rim Elm. She is the woman you were supposed to rescue as a favor to the Village Elder.

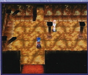


Maya: That's right! I'm Maya from Rim Elm! Vahn, what a good memory!

After you have conversed with Maya, head over to the temple's shrine and collect the Power Elixir.

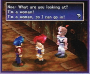


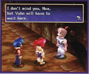


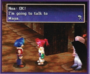


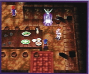
Now head up the stairs to the left of the room and continue through to the door in front of you. In the room behind this door, you are able to take a rest and recover your MP and HP levels. After you have recovered all of your levels, you can head to the room at the other end of the hall.

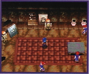
This room cannot be entered by Vahn; only a woman may enter this room with the permission of the guard. Noa must go in the room and talk to Maya. Wait in the hallway.


Noa: What are you looking at?
I'm a woman!
I'm a woman, so I can go in!


I don't mind you, Noa,
but Vahn will have to
wait here.


Noa: OK!
I'm going to talk to
Maya.



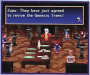


After Noa has talked to Maya, head to the middle door where you find the kitchen. Inside you'll find a Memory Statue to store your progress. In the back part of the dining room are two dealers for items and weapons. You can go visit them and collect some goodies that you may need.

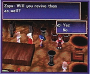
After you've done all your wheeling and dealing in the back room, return to the hallway. Take one of the entrances near the stairs to find the next area of the Temple; Zopu's quarters are there. Head up the center staircase and enter Zopu's room to get the information you need to further your journey.

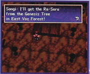
Tip

Inspect the lower right portion of the room where the merchants are. You should find a chest with Medicine.


Zopu: They have just agreed
to revive the Genesis Trees!

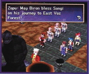
During the party, Master Zopu asks you if you want to help Biron by reviving the Genesis trees in the west and east forests. Once you say yes, you are suddenly teleported to the main entrance, where Zopu explains your upcoming journey. You'll have to go to the West Voz Forest, and Songi will head to the East Voz Forest.


Zopu: Will you revive them
as well?

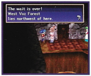

Songi: I'll get the Ra-Seru
from the Genesis Tree
in East Voz Forest!

During your absence, Songi demonstrates that he is an evil character and that he will do all that he can to get a Seru for himself.

The following day, Master Zopu greets you for the farewell ceremony and bids you good luck and safety. He sends out Songi's team first. After you discover that Master Teacher's name is really Gala, your team will leave for the west forest.

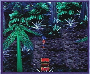

Zopu: May Biron bless Songi
on his journey to East Voz
Forest!

Head out the left door at the top of the stairs next to Master Zopu's room to head for the West Voz Forest. At the end of the hall, do the same thing you did earlier with the door and the fans.

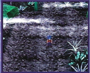

The wait is over!
West Voz Forest
lies northwest of here.

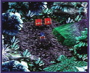
West Voz Forest

The forest is no place to get careless; there are very interesting creatures in here. Make your way up the path, keeping your eyes peeled for any passages cutting off to the side. As you make your way through the forest, you come to a "T" intersection. Take the right path to find the chest at the end.



Head to the left and take the path deeper into the forest, making sure to pick up the Healing Leaf from the chest.

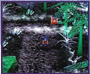


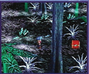


In the next part of the forest, there is a leaf tunnel on each side of the wooded area. Take the left tunnel first and collect the Speed Elixir and the Fertilizer that you need to use at the end of the path.

Now head to the right tunnel and go through to the other side, where there is a chest waiting to be opened. Grab the Medicine inside and continue up deeper into the forest.

Now make your way into the next area of the forest, where there is another chest to the right as you enter the area. In the chest you find a Magic Amulet.





After you have the amulet, head to the end of the path,

Noa: Vahn, Gala, we got Fertilizer from the treasure chest, right?

where there is a flowing stream. Next to the stream is a small plant called Bridge Grass. Now simply spread your Fertilizer at the base of the tree and voilà! You have one quick and easy instant bridge.

Cross the bridge and enter the tunnel. Here you become more deeply embedded in the forest. On the other side of the tunnel, there is another chest containing a Door of Light. Continue up the path where you find another chest containing Noa Feral.

After you have taken the item from the chest, head back down and go through the tunnel on the left of the path. Through the tunnel is another chest containing a Healing Bloom.

From here, head down and save your progress before venturing any deeper into the forest. Head through the tunnel; on the other side, you'll find the Genesis tree.

You discover that the Genesis tree is in very poor health and cannot be revived. However, you receive a Ra-Seru Egg from the tree that you can use in the future. Unfortunately, while you have been preoccupied locating the Genesis tree, the Biron Monastery has been attacked and is in dire need of your help. You must rush back to the Monastery and investigate the cause of the devastating explosion.

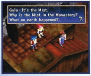
Head through the forest to the Biron Monastery to find out what has happened. It's very important you make it there safely and with as much health as possible to ensure your success.

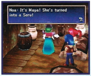
Terra: We were too late. The poison of the Mist has killed this Genesis Tree.

Tip

You can equip the Ra-Seru Egg for an increased defense against Thunder Attacks.

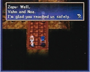
Return to the Biron Monastery

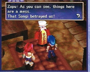

Gala: It's the Mist.
Why is the Mist in the Monastery?
What on earth happened?

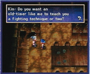

Noa: It's Maya! She's turned into a Seru!

As you enter the Monastery, you notice a lot of Mist in the area. Gala goes to check out the rest of the temple, leaving you behind to do your own research. You can't leave until you go to the ladies' bedroom and find Maya. She will be a Seru monster but poses no threat to you. Now head back out of the bedroom to the dining room.

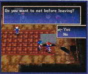
The dining room door will be locked, but don't worry: Master Zopu is inside and will open it for you.


Zopu: Well,
Vahn and Noa.
I'm glad you reached us safely.


Zopu: As you can see, things here are a mess.
That Songi betrayed us!

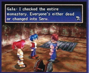

Kin: Do you want an old-timer like me to teach you a fighting technique or two?

Inside the dining room, talk to Master Zopu and find out that Songi betrayed the Temple's followers. You learn a new Hyper-Art move for Vahn and Noa, but not Gala. Gala's move can be learned only if he is present.


Do you want to eat before leaving?
Yes
No

You can also go into the back and get something to eat before you continue along your way to the East Voz Forest. This will restore your HP and MP completely.

Buy any items or weapons that you may need before you leave; this will save time later on and prepare you for the fights to come. Now head back to the exit door next to Master Zopu's room. It's now time to head to the East Voz Forest, where Songi awaits your arrival. Gala rejoins the party.


Gala: I checked the entire monastery. Everyone's either dead or changed into Seru.

Make your way to the end of the corridor and back into Drake's Kingdom to go to the East Voz Forest.

East Voz Forest

As you enter the East Voz Forest, go left. You will find a chest with a Healing Flower in it. Return the way you came and then go through the tunnel on the right of the path. Now make your way to the next path on the right and locate the chests. In the first chest is a Weed Hammer, which you can use to break the Hard Grass at the beginning of the area. This will allow you to gain access to two more chests.

Gala: Oh, a Weed Hammer!

Using your Weed Hammer is easy. Whenever you encounter tough grass, simply press your action button and the hammer will do the rest.

Return to the path near the one where you got your Weed Hammer and continue to the next part of the forest. In this new area, you have to break through a wall of tough grass. Just after this wall, you arrive at a tunnel on your left, which leads to a chest. The chest contains a Cure Amulet.

Now make your way up the path deeper into the forest. You come to a wall of Hard. Grass that needs to be smashed. There is another tunnel just past this point. Beyond the tunnel is yet another blockade of tough grass, which prevents you from gaining access to two more chest containing the Survival Club and Antidote.

Another tunnel lies ahead. It leads to a chest with an Azure Jewel in it at the higher part of the area. Collect the item from the chest and then head back down the path to the tunnel on the right.

Once you're on the other side of the tunnel, bust your way through some Hard Grass to get through to the next area.

Make your way to the end of the path to where you see a chest with Medicine it it. Collect the Medicine from the chest and head through the tunnel.

On the other side of the tunnel is a Memory Statue lighting your way to the battleground; be sure to use it.

Now you have found the fourth Genesis tree in good health, but you won't be able to revive it that easily because it's not yet fully grown. Your happy little moment is interrupted by Songi and two of his friends, called Viguros. Songi considers you to be dirt beneath his feet, so take pleasure in crushing his good-for-nothing Viguros.

Tip

BOSS BATTLE: Two Viguros
STRATEGY: Use Vahn's Gimard spell because it's probably leveled up the most by now. Also use his Tornado Flame. Use Noa's Frost Breath. Gala won't do much damage; it's probably best to have him heal the party. Equip the Ra-Seru Egg for defense against the Thunder Attacks.

Noa: I found it!

Meta: Vahn! An evil presence draws near! Hurry! Let's revive the Genesis Tree!

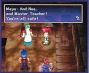
Songi: Fight me! I'll destroy you, just like I destroyed Biron Monastery!

Now that you have destroyed the enemies sent to stop you, you must revive the tree. Songi may not be happy with you right now, but you can settle with him at a later date. Gala will also receive a Ra-Seru for reviving the Ra-Seru egg. His Ra-Seru, Ozma, will be a great asset to the team as they clear the world of Mist.

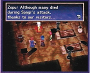
Songi: You're holding everyone down! As a fellow Biron monk, I'm ashamed!

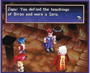
Note Make sure you eat before leaving so you fully restore the party's AP/MP

For now, head back to Biron Monastery, where you meet with Master Zopu. He will tell you where you must go and that Gala will become your permanent partner.


Maya: And Noa, and Master Teacher! You're all safe!

Maya also enters the room and offers a few words on what you should do. You must stock up on items and goodies now before heading to the castle in the mountains.

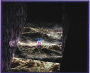

Zopu: Although many died during Songi's attack, thanks to our visitors...


Zopu: You defied the teachings of Biron and wore a Seru.

Tip Return to the item vendor and purchase at least three Deep Sea Jewels. Also, talk to Maya while you're here; she'll give you ten Healing Leaves.

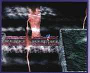
Zeto's Dungeon

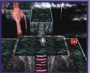
This place is a very well-guarded structure and goes deep into the ground. Remember that any time you want to resurface in a hurry, you can use your Door of Light. This will bring you back outside, just in case you feel you might need more HP or MP.

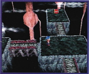


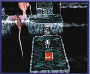
From the bottom of the stairs, make your way into the dungeon by walking across the first two narrow bridges to where you see a chest.

In the chest is Thunder Book I, which will be used to upgrade Gala's Hyper Art list. From the chest, head across the next bridge to the right of the chest. There are chests at the top and the bottom of the area. Collect the items from the chests and then head back to where you came from.

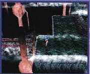




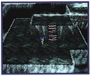




Head straight to the other side of the platform and cross the narrow bridge to the next platform. At this point, go to the bottom part of the area and collect the Fury Boost that's in the chest. Now head up the small stairs and across the catwalk to the next landing.



From this landing, head to the left and collect the Healing Bloom from inside the chest. Then go back and to the right side, where you make your way across the catwalk to another platform.



From here, head across the long catwalk to its end. Go down the stairs to the Skull Elevator, which leads to the lower level.

As you exit the elevator, you see a happy sight: a Memory Statue in the back corner for you to use to store your progress. Behind the elevator is a Short Sword.

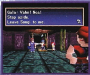
Exit the room and head down the corridor until you reach a hall that cuts off to the right. Take this hall into the room at the end and get the Shield Elixir from the chest. After you've done this, come back to the main hallway and head down.

Do the same thing at the next dead-end hallway. Another chest containing Phoenix is in the room at the end. After this hallway, you reach an intersection. Don't turn down the bottom hallway. Continue to the next room and collect the Medicine in the chest. Now head back and make your way down the hallway.

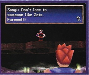
Head straight to the end of this hallway and into the room there. Collect the Wisdom Leaf in the chest, then head down the hall to the right of the area. Take this corridor to the end and then enter the next area.

In this next area, make your way to where there are two doors facing each other. Enter each of these rooms and collect the items inside—a Healing Bloom (top room) and a Tempest Jewel (bottom room).

Immediately following these two rooms you come to two more rooms and a Memory Statue. Grab the stuff in the rooms and then save your progress before moving further. As you enter the next room, you are greeted by the evil Songi, who has been waiting for you to arrive. Gala has



Gala: Vahn! Noa!
Step aside.
Leave Songi to me.



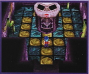
Songi: Don't lose to
someone like Zeto.
Farewell!

to fight him alone and win for the rest of you to continue the quest.

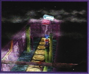
Tip

BOSS: Songi (Gala Fights Alone)
HP: Approximately 2,500 HP
MIN.RECOMMENDED LEVEL: 10

- Make certain Gala has the Vera Spell and that it is leveled up to 2 or 3.
- Before the battle give Gala Mei's Pendant as well as the defensive accessories.
- Thunder Punch, learned from Thunder Book I, works extremely well.



Once you've defeated Songi, move on to the big fish of the pond. Zeto awaits your arrival deep within the dungeon. Make your way into and ride the Skull Elevator down to hell.



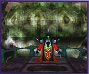
From the elevator, make your way through the corridor. The door at the end leads to the Mist Generator area.

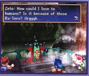
The Mist Generator must be destroyed if you want to see Drake's Kingdom saved from the Mist and all its hate. But first you have to defeat Zeto, who is here protecting his precious Mist Generator. Rest assured that he will do all he can to take you down. One of his attack moves can take up to 550 HP away from you and the rest of the team at the same time. So be sure that you're well stocked up on healers and HP/MP. This will be the biggest battle that you've had yet. And remember that you fight Zeto for your beloved village and all of Drake's Kingdom.

Tip

BOSS: Zeto
HP: Approximately 5,000 HP
MIN.RECOMMENDED LEVEL: 10

- Now's the time to make certain you've equipped those Deep Sea Jewels you purchased earlier.
- Magic spells don't work well; stick with physical attacks. Have Noa use Tempest Break and Vahn use Tornado Flame.
- Always make sure you've got someone ready to heal and keep your HP high. Some of Zeto's Attacks can take near 500 HP off the whole group at once. Just before he casts this spell, you'll receive a message saying, "Expect a powerful attack next turn." When you see this message, have all characters Spirit up during the next turn to reduce the damage.



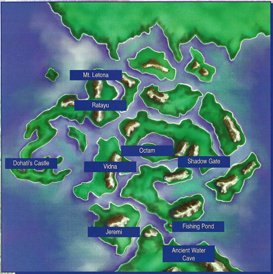


Zeto: How could I lose to humans? Is it because of those Ra-Seru? Urggh...

Once the three of you have defeated Zeto and sent him into the next world, it's time to destroy the Mist Generator. The power from the three Ra-Seru will be enough to destroy the Generator and reduce it to ash.

The Mist is now gone from Drake's Kingdom, but you still have a long way to go to reach the end of the quest and save the world. There's little time to waste, so head into the mountain to the north of Biron Monastery.

Sebucus Islands


Mt. Letona
Ratayu
Octam
Shadow Gate
Dohati's Castle
Vidna
Jeremi
Fishing Pond
Ancient Water Cave

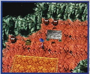
Ancient Wind Cave

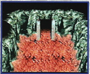
Tip

Search the barrel and you'll find the Silver Compass and Wisdom Water.

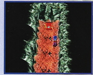
Now that you've heroically saved Drake's Kingdom from utter annihilation, venture to the Sebucus Islands. To get there, you must pass through the Ancient Wind Cave and the Ancient Water Cave. Upon entering the Wind Cave, head to the door to the left and enter the back room (which is accessible now that you've saved Drake's Kingdom). You can buy some weaponry and items here. You also discover an Old Wizard. The Old Wizard also runs an Inn where, for 150G, Noa will dream of her mother.. When you're done

here, go to the Ancient Water Cave. To reach the Water Cave, go to the back of the Wizard's hideout and find the switch along the left wall.

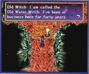




Pull the switch to open the door leading to the water cave. Exit the Wizard's hideout and make your way to the door.



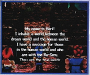
You're now in the next area of the cave, heading to the other side of the mountain. Along the way through the tunnel, be sure to explore all the branching tunnels and get the Door of Light and Healing Bloom out of the chests before you come upon the Witch.



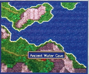
Old Witch: I am called the Old Water Witch. I've been in business here for forty years.

At the end of the long winding tunnel you meet up with the Old Water Witch. She too has items and weapons for you to buy and runs an Inn where you can rest. After you have spoken to all the people in the room, be sure to take a nap before moving on. While you sleep, you learn of a new adventure. You dream that you, Noa, and Gala are standing in an unfamiliar place, not far from where you are now. The dream shows what task you must accomplish in the near future. After the dream has ended, head out of the cave through the back corridor. You soon arrive at the Sebucus Islands. Right as you are about to leave, the old witch hands you two Doors of Wind and explains how to use them.

Gala: Vahn! Noa!



My name is Hari!
I inhabit a world between the dream world and the human world.
I have a message for those in the human world and who are with the Ra-Seru.



Your first destination is the city of Jeremi. The city has been taken over by the Mist and is infested with Seru monsters. Head to Jeremi, where you'll find the next Genesis tree high above the city.

Note

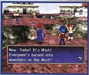
Speak to the girl in the corner to interpret the dream.

Caution

The city of Jeremi is engulfed by the Mist. As a result, the city's population has been transformed. Monsters now have control of the city. Expect encounters wherever you go.

Jeremi

The city of Jeremi is broken up into several landings connected by walkways. In the center of the city is a very tall tower where the Genesis tree is situated.

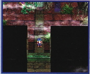


Noa: Vahn! It's Mist! Everyone's turned into monsters in the Mist!

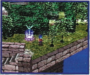
Enter the city and head to your right to find the Weapons and Items shop. Inside you find a chest containing a Phoenix. Head into the basement and empty out the cabinets in the back right-hand corner. From the cabinets you'll get a Target Chain.

Tip

Search the barrels here; you'll find a Magic Water.



From the elevator, go to the door that leads to an outside ledge.



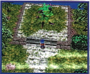
Take the stairs up to the Memory Statue and save your progress. To the left is the Speed Elixir. To the right is the Forest Amulet. If you go in the center, you will encounter Berserker.

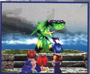
Now enter the Garden Maze and find the chests hidden inside. Collect the Speed Elixir and Forest Amulet. Berserker has a real chip on his shoulder and isn't about to let you take the Genesis tree from him.

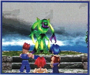
Boss: Berserker

Recommended Level: 16
5,000 HP

This is an extremely difficult boss to defeat. You'll need all your wits about you here. Just before fighting Berserker you should find a Forest Amulet in a chest nearby. *Make certain this is equiped!* Berserker routinely attacks with a Rot condition and you'll need all the help you can get. Use a Vera Spell at Level 7 or higher to heal from Rot. Basically this fight just means you have to hold on longer than him. Have Noa Spirit up every other turn and cast Tempest breaks in-between; this should cause around 500 HP damage. If Gala can manage it, have him try the Dragon Fangs Super Art. Vahn will more than likely routinely be caught healing others since his Vera spell is typically highest by now. But if, for some reason, he's able to get off an attack try Zenoir. It should pack in some extra punch. That's about it. Make sure you heal up whenever possible and watch out for the Spore Gas. Good Luck!



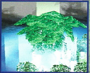




Note

You receive Fire Book II for Vahn after defeating Berserker.

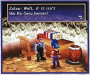
Once you've beaten the monster senseless, you will receive the Fire Book II. Then you, Noa, and Gala gather around the the tree and use your Ra-Seru powers to bring it to life. This drives the Mist from the city, releasing the townsfolk of Jeremi from its evil curse.



Soon after the people have awoken from their deep trance, two of the townspeople arrive at the Genesis tree to bid you thanks. After your conversation, head down to the main floor using the middle elevator. At the bottom of the elevator you are greeted by the Mayor of the city and the man from the garden. The Mayor introduces you to the city and thanks you for your good deeds.

Make your way around the city and gather all the information you need to make it through the next leg of your quest. The first thing you should do is find Zalan the Jeweler. He asks you to deliver a letter to his son Pepe in the village of Vidna. After talking to Zalan, make your way to the bar at the back of the Inn. You see a gentleman in a cloak standing near the piano. Speak to him and be sure to tell him that he does not look like a bum. He's an ex-Biron Monk and he teaches you each a new Hyper-Arts skill.

Optional: Once you've agreed to help Zalan and the ex-Biron Monk has taught you the Hyper-Arts skills, you are ready to leave Jeremi. The village of Vidna is not far from your current location. Proceed north and look for a town with windmills around it.



Zalan: Well, if it isn't the Ra-Seru heroes!

Vidna

When you enter the village of Vidna, you find several people standing outside the Inn. These people offer you information for a fee. Don't bother buying the information from them—a girl inside the Inn offers you much of the same information for free. Once you're inside the Inn, head upstairs to the sleeping quarters and talk to the person there to get information on the Shadow Gate. As soon as you've had your fill of information, head back downstairs and exit the Inn.

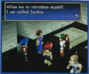
To the left of the Inn is an Item shop. In the back room you find a man who once bought many Healing Leaves. Go to the large cupboard and take the 10 Healing Leaves from it. After you're done purchasing items, head outside and travel to the beach area.

On the beach, you speak to a vacationing couple and their two children. Next to the couple you see some fishing gear. The man gladly gives it to you. You can use this equipment at the fishing hole to the east of the village.

Your next destination is the house to the far west of the village. Once you've entered the house, go into the basement to talk to Danpas. He is a man with great ideas but is regarded as crazy by many people. He tells you about the shelter he is building in preparation for the coming of the Mist.

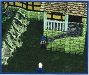
Once he's done telling his story, make your way outside and into the neighboring house. In here, you receive quite a surprise.

You meet up here with some Biron Monks and their followers. You also will be introduced to a messenger of Hari, the Dream God from Rem.

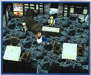

Allow me to introduce myself.
I am called Sashia.

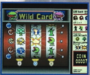
The messenger's name is Sashia. She has been waiting for you in this village on the orders of her master.

Even though your team has never met Sashia, she claims to have known about you ever since the Mist covered the earth. She tells you that Hari is waiting for you in Octam and advises you to make the journey to hear his words of wisdom. When she has finished speaking to you, make your way outside and travel to the Hot Springs in the northern part of the village.

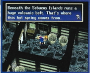


Enter the building at the Hot Springs and speak to the owner. He offers you free access to the springs. Standing next to the bar is a bearded man who gives you a few coins to use in the gambling machine.

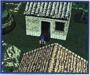




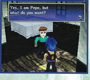
Should luck be on your side, the machine coughs up some additional coins. You can trade your winnings for items that can help you throughout your many days of travel. In the back room you discover a woman relaxing in the sauna.


Beneath the Sebucus Islands runs a huge volcanic belt. That's where this hot spring comes from.

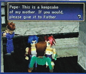
Be sure to talk to her to get a hint concerning one of your future destinations.



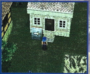
Now that your tour of the Hot Springs is complete, leave through the door behind the owner's counter. This takes you to a few houses that are behind the building. Here you find Zalan's son Pepe, to whom you deliver the letter.


Yes, I am Pepe, but what do you want?

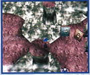
Stuck in this village for over 10 years, Pepe has lost all hope of seeing his father again. Thankfully, the letter you deliver lets him know his father is still alive. Although his mother, Yuma, died as the result of an illness, Pepe struggled to survive in the hope that someday he'd make it back to Jeremi. Pepe gives you his mother's ring to deliver to his father to show him that his son is still alive. Before you tackle any other tasks, you must return to Jeremi and give Yuma's Ring to Zalan.

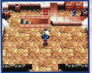

Pepe: This is a keepsake of my mother. If you would, please give it to Father.

In the next house you find two young children who are waiting for their parents to arrive. The mother of the children is the woman whom you met in the sauna, inside the Hot Springs building. The young boy asks whether you want to hear a song. Say yes and listen carefully to what he has to say.

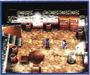


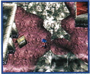
This is the riddle of Hari and how the flying Seru function. When the song is over, you must be on your way. Leave the house and go to the Armor and Weapons building to the east of the Hot Springs.



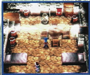


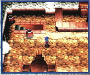
Now exit the building and walk to the middle landing so you can make your way further into the city. Go to the left and enter the Inn.



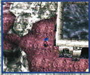


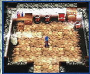
A set of stairs is in front of you. Descend these to the basement and collect the Power Water there.





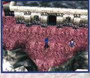
After you have cleared all the goods from the Inn, go to the other side of the landing and enter the house.

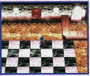




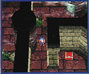
Inside you find a chest that is ripe for the picking. Grab the Healing Flower inside it and then return to the main area.

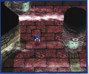
Enter the main tower in the center of the city and head to the back door to find the broken elevator.



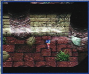


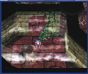
Take the small elevator in the left corner up to the next floor. Take the elevator just below you to go up another level. After you leave the elevator, move up and around the wall to the next elevator. On the next floor you find a chest. Recover the Speed Ring from it and then head back down.





Go back around the wall and enter the other elevator at the bottom right corner. This takes you to the next floor. Head to the left side of the room and hop into the elevator at the upper end. This takes you to another floor, where you find a large switch you must activate. This powers up the main elevator.

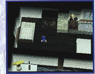




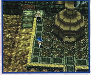
Head back to the previous floor and enter the elevator in the lower left corner. This takes you up to the main elevator and to a door that leads outside.

Tip Before heading to the main tower, find the Pub and grab the Guardian Ring off the cabinet behind the bar.

It's now time to stock up and prepare for your next adventure. In the back room you find a cupboard containing a Wisdom Leaf.

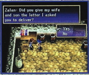


Collect it, head outside, and then enter the building to the right of the Armor Shop. You will be in a mechanical room that provides the steam needed to run the windmills. In the basement, you discover the pumps that drive the mills. A number of chests are in the boiling water, but don't get yourself killed trying to open them. You can't do anything in here just yet. You must now leave Vidna and return to Jeremi to give Zalan the ring.

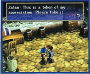


Return to Jeremi

Once you reach Jeremi, head straight to Zalan's house to give him the ring. After telling him the story of his wife's passing and his son's good health, you hand him Yuma's ring. He expresses deep regret that he could not be by his wife's side, but you assure him that there was nothing he could do. Before you leave Zalan's house, he stops you; he has a token of appreciation for your good deed. You receive an item called Zalan's Crown, which you add to your equipment.



Zalan: Did you give my wife and son the letter I asked you to deliver?



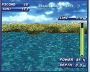
Zalan: This is a token of my appreciation. Please take it.

Once you have left Zalan's house, travel to the Fishing Pond near a mountain southeast of Vidna.

Tip If you want to catch fish worth many points, try using the Heavy Lure to cast your line past 35 meters.

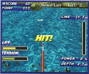
Fishing Pond

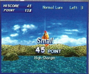
There are two fishing holes within the Legaia lands where you can take a break from the stress of your quest and collect supplies and other useful items. The first pond is nestled near a mountainside in the Sebucus Islands; the second lies beside the town of Buma in Karisto Kingdom. You can catch many water creatures here that vary in weight and value. The fish are worth more at the fishing spot near Buma. This is because there are Lippians and Devourer Fish! The following tricks of the trade will help guarantee you catch a basketful before the day is done.



The first thing we'll discuss is the equipment you need to pull in the prize of the day. As every fisherman knows, you must have a sturdy rod and firm line. There are three rods you acquire during your quest: the Old Rod, the Deluxe Rod, and the Legendary Rod. The stronger the rod, the heavier the fish you can reel in. The Old Rod is your basic, well-used piece of fishing equipment. It is located on a beach in Vidna. The Deluxe Rod is a quality rod that will make your fishing much more successful. It can be purchased in Sol Town for 2,500. The Legendary Rod speaks for itself—it can make all your fishing dreams come true. It is located at Usha Research Center.

Of course, you need lures for these rods if you plan on reeling in anything today. Different lures mean different depths, which lead to bigger fish. It's a good idea to start off with the Light Lure. It is designed for shallow waters and gives you practice reeling in smaller fish. The Normal Lure sinks to a medium depth, giving you access to larger and more feisty fish. Finally, you have the Heavy Lure. This lure plunges down to the murky bottom of the pond and helps you hook the most reluctant of fish. You have lost the lure if you see "Line Break" on the screen. The top of the screen will show what lure you are using.





Now that you understand the tools, let's head out to the pond. Choose your bait and decide where you want to cast your line into the pond. Press your X button to bring up your Power Bar on the right side of the screen. When you cast, a power bar appears to the right of your screen. This bar indicates how much strength you are putting into your cast. The higher up the red goes, the farther you cast.

With your line in the water and your hand on the reel, it's time to start hauling in the big ones. It's a good idea to reel the line in a bit, pause for a moment, then start reeling again. (To reel, press Down on your D-Pad or press X.) This bobbing action increases your success rate. When the fish takes the bait, you are warned with a flashing "HIT" sign.

And so the battle begins. Who is going to win, man or fish? As you reel in the prize, you must keep track of how much tension you place on the rod and how strong the fish is. Be sure not to let your Tension Meter rise into the red zone, or you will lose your lure and the fish. Keep pulling strong on the fish while keeping a close eye on the Life Meter and the Tension Meter. Make sure the Life Meter is not larger than the Tension Meter at any time you are reeling, or you will snap the line and start cursing.

Once you've collected the fish, it's time to cash in your points for some valuable supplies and items. On the menu screen, select Exchange Points to visit the prize category. Earn enough points and you can collect items such as the Power Rind or Mettle Armband.

Octma is north of Vidna. Cross a bridge and follow the coastline.

Tip

GET THE WATER EGG
Hang up the "gone fishing" sign and head for the fishing hold near Buma. Now fish...and fish...and fish; you must earn 20,000 fishing points, which will show up on the Exchange Points screen, to get the Water Egg. Be patient—the payoff is big.

Tip

GET THE WATER TALISMAN
This is where your patience at the fishing hold pays off. Head off to see Zalan in Jeremi. He will craft the Water Egg into the Water Talisman. This Talisman enables whomever equips it to cast the extremely powerful Mule Spell, which does major damage to multiple targets (200 MP cost).

Octam

Noa: It's Octam!

Once you arrive in Octam, you see that it has been taken over by the Mist. There is no sign of life anywhere. Even the Seru are not wandering around the Octam grounds.

After the cutscene has ended, agree with Noa and suggest that it would be wise to look around the village for clues to what has happened.

Gala: Noa, forget about Hari for now! We can look for him when the Mist is gone.

Make a special note of all you read and see. To the upper left of your location are two doors, one red, one green. The red door leads to a room where, in the future, you'll pay for a pass on the flying Seru train. Inside the green door, you find a book on a desk that describes the four areas within the Sebucus Islands.

Make your way down the stairs and to the left of the Temple area. Through the door you find a chest containing Swift Water. Head back to the stairs and enter the door in the middle of the structure. This takes you to the lower part of Octam. At the bottom of the stairs you see four totem faces with messages on them. Heed their words well as you need that information when you arrive at the Shadow Gate. Moving along, you find four books on the perimeter of the central area. You must read all these books in the indicated order to open a secret door hidden beneath the fourth book.

Walk to the bottom of the secret stairs, where you discover an elevator that cannot be opened. As you approach it, a mysterious woman named Cara emerges from the darkness. Cara tells you what happened to the people of Octam and reveals their current whereabouts.

Cara also tells you where to find the Star Pearl you have been reading so much about. Some time ago, she stole the pearl and pawned it to Zalan the Jeweler. You

must now return to Jeremi and speak to Zalan. He is your only hope of continuing this quest and saving the world from the Mist.

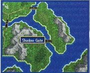
Return to Jeremi

Noa: Zalan!
Can I ask you something?

As soon as you return to Jeremi, seek out Zalan and ask about the Star Pearl. Zalan gives it to you in gratitude.

Head to the Armor and Item shops to purchase any gear you might need while traversing across the Mist-shrouded islands. Make sure you stock up on Doors of Wind before you leave: they make travelling much easier—and considerably faster. After you exit the city, use one of the Doors of Wind to fly to Octam. The walk to the Shadow Gate is now much shorter.

Shadow Gate

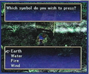


To find the Shadow Gate, go across the small bridge north of Octam and head right at the sign. You pass over one bridge and then come to a second, beyond which lies the Shadow Gate. Before you can enter, however, you meet Gi Delilas, a very interesting individual.

I finally get to see the Ra-Seru heroes who defeated Zeto -- and they turn out to be kids!

Gi Delilas is soon joined by his brother Che and his sister Lu. The Delilas Family, as they proudly call themselves, are a nuisance you have little time for at the moment. Luckily, they seem to have more important things to do and speed off for unknown reasons.

You now must open the Shadow Gate by choosing the right answer for each of the four rock faces. The answers, given you by the totems in the lower part of Octam, are as follows: North is Earth, South is Water, East is Wind, and West is Fire.



Which symbol do you wish to press?

After you have entered the right answers, the pieces of the puzzle are set into motion, the ground shakes, and the stone in the middle of the area opens up, revealing a bizarre goo in its center.

This is the door to the underground village of Octam.

You must toss the Star Pearl into the opening to activate the door. Simply walk into the goo and you are transported beneath the surface.

But you're not quite in Octam yet. You materialize in a series of tunnels beneath the surface. You must navigate them to find the underground village. At the "T" intersection, head to the right and follow the walkway to the first chest. Grab the Healing Flower inside and continue up the walkway. You come to another intersection. Head to the right again and climb the stairs to the small cavern containing a chest. Take the Life Ring, go back down the stairs, and return to the intersection. Continue over to the left side and up the stairs until you reach yet another junction.

Go straight, climb the stairs into another cavern, and retrieve the wonder Elixir from the chest. Return to the junction and head left until you reach an unevenly tiled floor. At the upper end of the floor is another cavern containing a chest. Collect the Healing Item in it and continue along the tile floor until you reach a cave entrance. Head down the flight of stairs and across the floating tiles. At the next landing, make your way down and across the second set of floating tiles until you reach another landing. Keep going along the floating tiles, collecting Fury Boost out of any chests you come across, until you reach the landing with two paths to choose from. Go up first, and collect the Shield Elixir from the chest before taking the lower path. Make your way down the lower path and up the spiral-edged walkway until you arrive at the underground village of Octam.

Octam (Underground)

At the start of the underground village is a Memory Statue. Once you've saved your progress, head to the Inn and rest up to replenish your HP and MP levels.

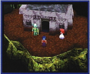
Be sure to buy any items you are running low on before you leave the Inn.

To the left of the Inn is the Mayor's house. Enter the house and head to the top floor. Here you meet the Mayor and hear all his thoughts on how he is a disgrace to the village of Octam.

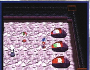
As you make your way out of the Mayor's house, you're knocked down by a guard rushing to tell the Mayor some very important news: Hari has awakened.

The Mayor decides he must go immediately to see the Dream God.

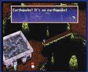
Hari can be found in the basement of the Meditation Building.



The building is south of the Mayor's house, protected by a single guard. Once inside the Meditation Building, speak to the Mayor. Hari refuses to speak to anyone other than the three heroes who wear the Ra-Seru. When you get to the basement you see three babies.



These are the three faces of Hari that the little boy from the village of Vidna was singing about earlier. Each of the three babies represents a different voice of Hari: past, present, and future. Speak to each of the babies to receive the revelations that will allow you to proceed. Take great care to listen to what Hari has said, as there is no turning back the clock once you leave the Meditation Building. As soon as you exit, the building and ground start to shake with the rumble of an earthquake.

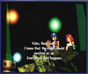


Earthquake! It's an earthquake!

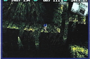
You rush to a safe area as the building collapses and is sucked into the earth. The three spirits of Hari rise into the air and give their final words of wisdom. They will meet up with you again when you least expect it, further down the road of your quest.

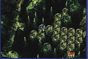
Fire Path

Your next goal is to enter the molten lava area north of the village, which is behind the house to the left of the Mayor's house. You did not have access to this area earlier, but the Mayor has now told the guard to let you pass. Once you're inside the dark depths of the earth, travel down the path until you reach the next open area. Beside the next path is a sunken house; you find a chest containing Wisdom Water upon entering this area.



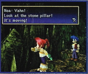
Vahn, Noa, Gala!
I knew that the earth would
swallow us up.
Everything that happens



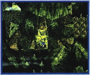


Make your way down the path until you come to a cluster of circular stepping-stones. Head across to the next cluster of stones. Here you notice that the ground is shaking more—and that this is dangerous to citizens of Octam.

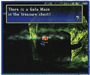
You must rush through the cave door and down the stairs. Make your way along the path until you reach another cluster of easy-to-cross stepping-stones. The next large pillar you see has a door in its side at the lower part of the area. You find a chest inside holding a Magic Leaf for you.



Noa: Vahn!
Look at the stone pillar!
It's moving!



Continue to the next pillar and recover the Healing Bloom from its left side. Now go down across the wooden walkway and into the right side of the pillar. The chest inside holds a mace for Gala.



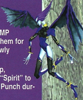
There is a Gala Mace in the treasure chest!

Rush back across the wooden walkway to the left side of the pillar, and look for the chest inside.

Tip

BOSS: Xain
RECOMMENDED LEVEL: 19
APPROXIMATELY: 10,000 HP

- Some of Xain's attacks hit for well over 1,000 HP the Terio Punch hits that high for the entire party.
- When you see the message "Xain is saving up his strength," you can expect a Terio Punch on the next turn. Make sure all characters spirit up their next turn when that message is displayed.This should reduce the damage.
- Hyper Arts aren't as effective as high level magic, but if you find yourself running low on MP you're better off saving them for healing and trying to slowly wear Xain down.
- When Xain is charging up, attack him, then choose "Spirit" to defend against the Terio Punch during the next round.

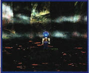


Note

You receive Wind Book II for Noa after defeating Xain.

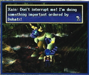
Grab the contents of the chest and head to the stone walkway, where you find a Memory Statue. Save your progress because you're about to enter the hot zone. Make your way along the path to the next area and get ready to do some lava surfing.

You step onto the large rock and float downstream to a rest spot that holds a chest (the rock will stop on its own).



Collect the Phoenix from the chest, hop back aboard the rock, and surf to the next spot.

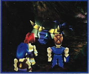
You now face Xain, your next major enemy.

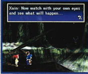


Xain: Don't interrupt me! I'm doing something important ordered by Dohati!

To get Xain to battle you, you must continually interrupt him as he prepares to topple the pillar holding up Octam. The third time you interrupt him, he notices that you are wearing Ra-Serus and asks you if you are the enemy. Answer yes, and the fight is on!

It is a grave mistake to underestimate Xain. He's far from a pushover. If you let your guard down, he'll readily show you a new meaning of the word pain. Xain possesses a very powerful attack, the Terio Punch. When he begins the bull charge, get ready to receive a mighty blow to the body. This affects all three of you and robs you of at least 1,000 HP.

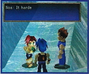




Xain: Now watch with your own eyes and see what will happen...

Once you've made mincemeat of Xain, he explodes and a Seru floats around you with a message.

Unfortunately, your valiant efforts to save Octam have put Vidna in jeopardy. The Seru freezes the molten lava, which in turn freezes the river and causes the windmills in Vidna to stop.

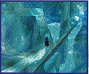


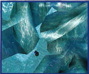
Noa: It harde

Without the windmills to keep it at bay, the Mist slowly seeps into the village and takes over.

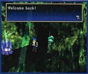
Back to Octam (Underground) 1

Travel back to the underground village of Octam so you may find the Mayor and inform him that his village is now safe. Before entering the tunnel to the village, however, head to the right, locate the icy walkway, and climb to the top.





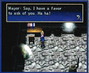
A large boulder of ice blocks your path. Thankfully, you can move it by using your L1 button. At the end of the path you find a chest containing a Power Elixir. Double back to where you pushed over the boulder and make your way to the underground village.



Welcome back!

Once you're back in Octam, wander around the village and speak to its citizens to hear their words of gratitude.

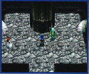
You should then proceed to the Mayor's house. He is so happy to see you and so appreciative of your efforts that he laughs the whole time.

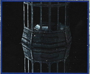


Mayor: Say, I have a favor to ask of you. Ha ha!

As his way of saying thank you, the Mayor grants you access to the elevator that leads (not surprisingly) up.

When you report that you're departing for Vidna, the Mayor asks you to pick up some Hot Springs Salts for him (an optional subquest). Save your progress and restore your HP and MP levels before you return to the surface. It's now time to head to Vidna.





Return to Vidna 2 (Optional)

Noa: The Mist!
Vidna is covered in the Mist!
What's going on?

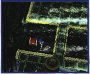
As you enter the village, you notice that the streets are bare and the houses empty. The Mist has swallowed up every last bit of what used to be human.

Who..who is it?
Are y-y-you human?

At the far left side of the village is Danpas's house. In the basement you'll find a handful of people hiding from the Mist.

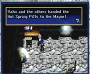
You should rest here and then save your progress. The Hot Springs Salts are in the machine room near the Armor Shop. Now that the water has cooled, you have full access to the bottom floor of the machine room.

As soon as you collect the Hot Springs Salts, return to the underground village of Octam to deliver them to the Mayor.



Return to Octam (Underground) 2

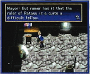
Take the elevator down to the village beneath the surface, go to the Mayor's house, and give him the Hot Springs Salts.



Vahn and the others handed the
Hot Spring Pills to the Mayor!

The Mayor admits that the Salts are of little importance to your quest; rather, they are simply for his bath. In return for your efforts, however, the Mayor gives you a Slowness Chain and reveals the whereabouts of the next Genesis tree. It lies at the far northwestern part of the islands near a town called Ratayu.

Make your way to the town, where you will speak to its ruler.



Mayor: But rumor has it that the
ruler of Ratayu is a quite a
difficult fellow.

Grab the Power Ring inside the chest and continue along the path to the top of the mountain. You now enter a large cavern with multiple paths. There is only one way to go, however. Don't bother heading up the first path because there is nothing there. Turn up the path at the intersection and continue until you reach the next left turn. This takes you around to two chests outside.

Grab the Incense and Healing Bloom from the chests and then travel back to the intersection. Go past it and up into the mountain. At the end of the path you come to a clearing and find another chest nearby.

After collecting the Wisdom Water from the chest, you must go to another part of the mountain where there are a couple of paths. The only turnoff is right, toward another chest. Collect the Healing Fruit inside the chest and head to the save point before you exit the cavern.

Make your way up the side of the mountain for the last time to arrive at the summit. At the top you find the Genesis tree. Unfortunately, it's protected by a strange force field.

Songi erected the force field to prevent you from reviving the tree. The force field gives you a massive electrical shock if you dare to touch it. To get Songi to show himself, you must start back down the mountainside. He soon appears and offers to remove the force field—if you can defeat him in battle.

Boss: Songi

Recommended Level: 20
Approximately: 13,000 HP

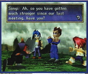
He will hit you with some mean attacks. Make sure to heal every turn because his Hyper Lightening and Hyper Crush attacks can cause as much as 900 HP of damage! To conserve Magic try using a Healing Flower. Spirit up your characters. Do all this and the battle will be yours.

Songi's no slouch this time around. His Seru has increased in size dramatically and he is a formidable threat.

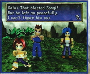
Note

You will receive Thunder Book II after your battle with Songi.

Once Songi has been defeated, he neutralizes the force field as promised.



Songi: Ah, so you have gotten much stronger since our last meeting, have you?



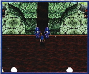
Gala: That blasted Songi! But he left so peacefully. I can't figure him out.

Don't count him out of the game so soon, however. You'll meet again on another battlefield.

Your attention now turns to reviving the Genesis tree. When it blooms, it will strengthen your Ra-Serus. It's now time to head back down the mountain and into the town of Ratayu.

Back to Ratayu

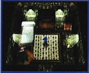
As you enter Ratayu, be sure to visit the town's ruler.



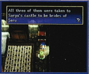
Saryu is very grateful that you have rid the town of the Mist but becomes very tired before you can learn any more information.

Now make your way back into town and acquaint yourself with the townspeople. Visit all the homes and shops and collect any items you might need.

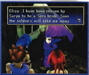
In one home near the Inn, you meet a couple. They are sad because the ruler of Ratayu took their daughters to be the brides of Saryu.



Head to the Inn and make your way toward the back right corner.

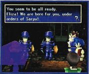


All three of them were taken to Saryu's castle to be brides of Seru

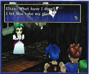


Eliza: I have been chosen by Saryu to be a Seru bride. Soon the soldiers will take me away

You see a woman named Eliza who was chosen to be a bride of Seru. Speak to her and assure her that all will be well. Noa will offer to go in her place to protect her from the Juggernaut.



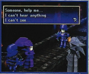
You seem to be all ready.
Eliza! We are here for you, under orders of Saryu!



Eliza: What have I done?!
I let Noa take my pla

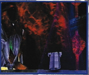
Once you've finished outfitting Noa in the wedding dress, guards come to take you to the castle.

Resistance is pointless here; they are under the command of Saryu and will not disobey him. The guards take Noa to the underground laboratory beneath the castle floor. Not coincidentally, they place her with the other women of the town, submerged inside a preserving cylinder.

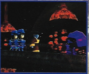


Someone, help me...
I can't hear anything...
I can't see...

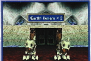
There is nothing you can do to help the women right now. At the very bottom of the laboratory you witness something very disturbing: a woman being united with the Juggernaut.



After you witness this, the only thing left to do is leave. As you head up the walkway, you are greeted by Saryu and two guards.



Saryu zaps you with some sort of device, knocking you down and rendering you helpless. Terra, Noa's Ra-Seru, sends out a warning signal letting your Ra-Seru know that they are in trouble.

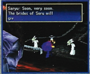


‹Earth› Kemaro × 2

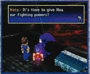
You must rush into the castle and storm the laboratory. As you reach the door leading into the lower part of the castle, you find two Kemaro guarding it.

You must defeat the Kemaro to enter the laboratory. The enemies are strong, however, and without Noa you're missing a good chunk of your offensive power. It's important that you have one of your characters ready with a Healing Potion at the start of the match. The enemies will always attack first and will take one of you out by the second round if your strategy is not well-planned.

KEMARO
Their most pwerful attack is their "Bite." It can inflict a couple of hundred HP of damage.

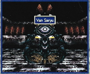


Saryu: Soon, very soon.
The brides of Seru will
giv



Meta: It's time to give Noa
our fighting powers!

Now that you've defeated the Hounds of Hell, head through the door and travel down to the lab.



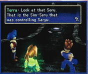
Combine your powers and revive Noa from her trance.

Predictably, Saryu is not happy with the turn of events. He insists on killing you for your disobedience, so prepare to duke it out with him.

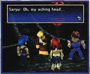
Unlike the hits inflicted by other major enemies, Saryu's attacks are not all that dangerous. Unfortunately, his Earthquake attack will knock you off your feet and set you back a few notches. Use the same kinds of attacks when fighting him or you'll fall by his hand. Always be prepared to heal the team with one of your characters to ensure your victory over this tyrant.

Boss: Van Saryu

With a powerful earthquake spell, Van Saryu packs a lot of HP. Hopefully, you've saved some Healing Blooms to heal up at the start or end of each round. Make sure to keep at least one extra using Hyper Arts, one healing and the other providing back-up for both. Though Van Saryu can be tough, he's not heardly as tough as some of the other bosses you've faced. Your party's levels should be around 23–24. Van Sarya has approximately 14,000 HP.



Terra: Look at that Seru.
That is the Sim-Seru that
was controlling Saryu.

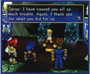


Saryu: Oh, my aching head...

Now that you've defeated Saryu and the Sim-Seru that was controlling him, you discover that Saryu is actually a nice, caring man.

Saryu is terribly regretful for what he has done and rushes to the Juggernaut machine to shut it off.

The Juggernaut, as explained by Saryu, is a forbidden Seru and should never be released to the surface. Back at his throne, Saryu explains the story of how he became one with the Sim-Seru.



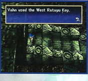
Saryu: I have caused you all so much trouble. Again, I thank you for what you did for us

At the end of the conversation, he gives you the West Ratayu Key. This key provides access to Dohati's Castle in the west part of the Sebucus Islands. Now that you've learned of your next destination, visit the town shops and stock up on items. Return to the Inn for a good night's rest to restore your HP and MP levels for free!. Before you go, be sure to speak to the girl in the white dress. She teaches a new Hyper Arts skill to each of your characters.

Noa: Father?
Is that you, Father?

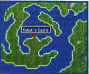
Once you finally lay your head upon a pillow, Noa will have another important dream about her parents.

In the morning, pack up, head to the West Gate, and unlock it. Press on toward Dohati's Castle, where you'll find the Mist Generator.



Vahn used the West Ratayu Key.

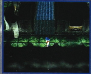
Dohati's Castle



Dohati's Castle is the source of all the problems that have occurred within the Sebucus Islands. The castle is made up of countless corridors and confusing turns, filled with Mist and grumbling enemies just to keep you busy. As you enter the castle, head to the left and collect the Healing Flower and Wonder Elixir from the two chests at the end of the two corridors.

Head to the right side of the entrance to continue deeper into the castle. As you navigate your way through the corridor, stop at the first door and enter the room.

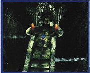
Collect the Power Elixir from the chest inside. Beyond the door are two escalators. One brings you to the upper part of the castle and the other brings you back down to this spot. Take the ascending escalator to the next floor and make your way to the first door on your right. Inside you find a chest. Collect the Healing Bloom from the chest and continue along the corridor until you pass the top of the escalator.

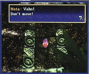


When you get off the escalator, turn down the corridor and into the next room. You see another chest. Grab the Phoenix inside and run back to the corridor. Travel to the next doorway and head across the glass tunnel leading to another section of the castle.

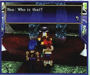
Ratayu

The first thing you must do when you enter Ratayu is proceed to the castle at the back of the town.



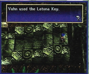

Meta: Vahn!
Don't move!

The castle has been built into the mountainside. Flights of stairs lead up to it. As you enter the castle, head to the rear and take the stairs to the upper part of the room. Walk around the suspended floor to the middle door at the rear. Once through the door, go straight to the throne to meet the ruler of the town. His name is Saryu—and he is possessed by a Seru.

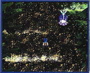

Noa: Who is that?

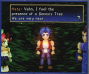
Somehow, Saryu is able to speak to you in simple words. He gives you the Letona Key, which grants you entry to Mt. Letona and the Genesis tree. The gate to Mt. Letona is near the beginning of the town at the far right. When you arrive at the gate, Vahn inserts the key and you begin your next quest.

Mt. Letona


Vahn used the Letona Key.

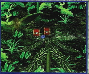
Once you pass through the gate, you find a Memory Statue at the side of the path leading up the mountain.

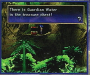



Meta: Vahn, I feel the presence of a Genesis Tree. We are very near.

Save your progress and continue along the mountain path. When you enter the next area, your Ra-Seru senses that the Genesis tree is nearby—and you must hurry to the summit to revive it.

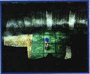
As you make your way up the path, you come to a junction. The path that cuts off to the left leads to two chests that contain a Magic Leaf and Wisdom Ring.




There is Guardian Water in the treasure chest!

As you reach the end of the path, you see a tunnel opening directly in front of you. Enter the doorway and follow the path to the end. You find another chest in this area. Get the Guardian Water and go back to the main path.

From the tunnel's entrance, continue to the right and up the side of the mountain toward the summit. Along the way you'll see a small path leading down to a chest.



Once you've arrived at the new area, stop at the first door you see and grab the Healing Fruit from the chest. Now continue through the corridor and locate the escalators. Just past the escalators is another chest with Life Water inside. Grab it and take the escalator up.

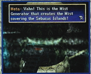
Once you get off of the escalator, go to the right and locate the next chest in the corridor leading downward.

Grab the War Soul and proceed to the next area of the castle. Having fun yet? Don't worry. It gets worse.

In the next area, head to the escalator and locate the door with a chest inside. Grab the Fury Boost and keep pushing on through the corridor until you reach another escalator leading up to the next floor. Continue straight through the door facing you and head to the next part of the castle, on the other side of the glass tunnel.

Vahn LV21
1312/1312
159/ 195
Noa LV22
1113/1113
163/ 163
Gala LV2
1318/131
187/ 2

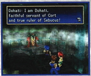
At the end of the corridor you find a Memory Statue. Save your progress and then head into the Mist Generator Room.



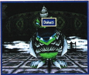
Meta: Vahn! This is the Mist Generator that creates the Mist covering the Sebucus Islands!

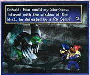
You now meet Dohati, ruler of the castle. You'll have to fight him before you can destroy the Mist Generator.

Dohati transforms into an odd elfin creature with many abilities. Although he may look harmless, it would be a grave mistake to underestimate him.



Dohati: I am Dohati, faithful servant of Cort and true ruler of Sebucus!





Dohati: How could my Sim-Seru, infused with the wisdom of the Mist, be defeated by a Ra-Seru?

Boss: Dohati

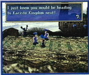
Dohati's Chaos Breath is his most deadly weapon. Always make sure your characters are at max HP, because his attack will take off 3/4 of your health. His physical attacks aren't nearly as powerful. Dohati has around 18,000 HP. Your party level should be arund 24–25. Use Magic Fruits to keep your MP up. One spell that can help is the Aluru. Spirit up your characters.

Tip

Proceed to Vidna and look for a man who will sell you the Camera Stone for 100G.

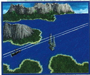
Congratulations are in order. You've saved a second land from the bane of the Mist. Unfortunately, another kingdom is in great need of your help. Head back to the Ratayu castle and explain to Saryu what has happened to your homes. He listens attentively and then offers his apologies. You must now make a trip to Jeremi and pay Zalan a visit.

Saryu: I see...

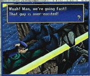


I just knew you would be heading to Karisto Kingdom next!

Take the elevator and tell the conductors that you want to go to the Karisto Kingdom; they gear up and load you into the train. Prepare yourself for a long ride across the ocean.



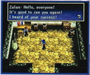
Unfortunately, the Flying Seru can't take you all the way; there's far too much Mist in Karisto for the journey to be safe. The conductors will detach your car and send you zooming to the Kingdom at a blinding speed. Your new adventure begins with you crashing into Karisto Station ... where you meet a familiar face.

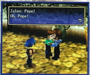


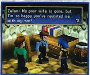
Woah! Man, we're going fast!
That guy is over-excited!

Return to Jeremi

As soon as you arrive in Jeremi, go straight to Zalan's house and speak with him. He is quite pleased to see you and offers you many thanks. As you are speaking to Zalan, Pepe arrives. He has been reunited with his father for the first time in 10 years. To thank you, Pepe gives you Miracle Water. Although it's a small token for the moment, Pepe will prove to be a great asset in the future when he assists you with a special jewel. It's now time to turn your weary feet toward Octam.

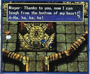

Zalan: Hello, everyone!
It's good to see you again!
I heard of your success!

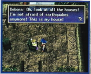

Zalan: Pepe!
Oh, Pepe!


Zalan: My poor wife is gone, but
I'm so happy you've reunited me
with my son!

Return to Octam

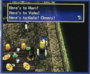
As you enter Octam, you see that the village has returned to its former glory. Go inside the Temple and speak to the Mayor to hear his words of encouragement.


Mayor: Thanks to you, now I can
laugh from the bottom of my heart!
A-Ha, ha, ha, ha!


Debora: Oh, look at all the houses!
I'm not afraid of earthquakes
anymore! This is my house!

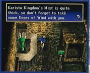
Once you're finished with the Mayor, wander around Octam and speak to its citizens.

The people thank you for your valiant efforts and offer their input on the terrible situation. Be sure to visit all the homes and shops and stock up on items.

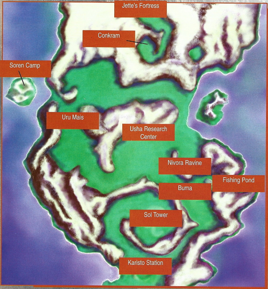

Here's to Hari!
Here's to Vahn!
Here's to Gala! Cheers!

Once you've collected everything you need, it's time to head up to the Flying Seru and take a ride to Karisto Kingdom.

Greet the stationmaster. He grants you special permission to ride the train to Karisto, but warns that it is a one-way ticket.


Karisto Kingdom's Mist is quite
thick, so don't forget to take
some Doors of Wind with you.

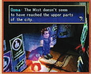
Karisto Kingdom


Jette's Fortress
Conkram
Soren Camp
Uru Mais
Usha Research Center
Nivora Ravine
Fishing Pond
Buma
Sol Tower
Karisto Station

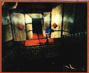
Karisto Station

After your train car crashes into Karisto Station, you're greeted by a familiar face. Cara stands over you and jokes that she always has to come to your rescue.

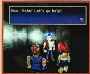
LEGEND OF LEGAIA™


Ozma: The Mist doesn't seem to have reached the upper parts of the city.

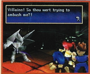
The first door you reach has a Memory Statue inside for you to save your progress.

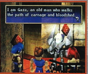


There are plenty more Memory Statues in the Tower, though, so don't worry about returning here the next time you wish to save.


Noa: Vahn! Let's go help!

Continue up the stairs until you encounter an individual by the name of Gaza. A sad, lonely man, Gaza is on a painful quest to seek out and destroy Seru monsters until the day he dies. At first he believes you are Seru monsters, too, but he soon comes to his senses.

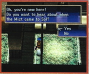

Villains! So thou wert trying to ambush me?!


I am Gaza, an old man who walks the path of carnage and bloodshed.

He offers his apologies and then heads downstairs. Your crew continues up the stairs toward the floors that are free of Mist.

Once you've climbed beyond the Mist, you come to the Tower Inn.

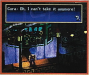
Take a nap to restore your HP and MP levels before you investigate the upper parts of the Tower. After your rest, go to the upper part of the Inn and speak with the maids.

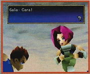

Oh, you're new here! Do you want to hear about when the Mist came to Sol?
Yes
No

The maids tell you about life in the Tower before the Mist and what happened as a result of the war. It's now time to venture higher into the Tower.

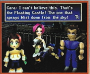
When you reach the door of the Jazz Club, you hear voices coming from inside.

Cara appears to be arguing with someone, but you can't quite make out what they are saying. Of course, Noa rushes in like a curious monkey before you have a chance to figure out what's happening. Once inside, you discover Cara speaking to a man named Grantes, who she accuses of being "no better than a pimp."


Cara: Oh, I can't take it anymore!

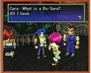

Gala: Cara!

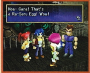
As you speak, a large flying object passes overhead. This is the dreaded Floating Castle that has been spreading the Mist all over Karisto Kingdom.


Cara: I can't believe this. That's the Floating Castle! The one that sprays Mist down from the sky!

Cara soon disappears into the Mist, protected by her Ra-Seru Egg.

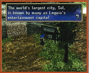
Make your way down the stairs and to the courtyard.

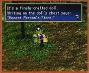

Cara: What is a Ra-Seru? All I have...


Noa: Cara! That's a Ra-Seru Egg! Wow!

The sign at the right describes the four cities in the Kingdom.

Travel to the small food stand and grab the goody from the basket. It's now time to head to the Sol Tower and meet the locals.


The world's largest city, Sol, is known by many as Legaia's entertainment capital.

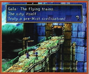

It's a finely-crafted doll. Writing on the doll's chest says: "Honest Person's Store."

Tip

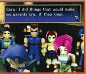
Check the tree next to the stand to find 3,000 G. Use it to buy the Travel Pack from the stand. If you're "honest" you can return later, once the Mist is clear, to receive a Vitality Ring from the Stand's owner. After you exit Karisto Station, proceed northwest to find the Sol Tower.

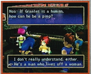
Sol Tower

At the Tower entrance you witness something remarkable. You marvel at its splendor for a few moments and then head inside for a better look.


Gala: The flying trains... The city itself... Truly a pre-Mist civilization!

Noa, impatient as ever, rushes ahead of everyone. Make your way toward the top of the Tower, where survivors of the Mist are living.


Cara: I did things that would make my parents cry, if they knew.


Noa: If Grantes is a human, how can he be a pimp?

I don't really understand, either. He's a man who lives off a woman.

Noa innocently asks Vahn what "pimp" means. As soon as she decides a pimp is a bad person, she attacks Grantes.

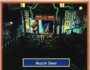
Tip

You can speak with a few of the Club Patrons in order to learn about ancient legends circulation around Karisto Kingdom. Unfortunately, they come at a price from the woman at the right side of the bar, but it's worth it to give her a listen.

After the first attack, Cara stops Noa from hitting Grantes again. This whole situation is very confusing to Noa, but it all passes quickly. Make your way to the Muscle Dome on the next floor. the further you move up the ranks, the more coins you can claim when you decide to stop playing. However if you lose any of the matches, you lose all your coins and you will have to restart the game. You do not have to be a skilled player to win at these matches—just watch for the counter move and go for the weak spot. You will win 460 coins for finishing *Baka Fighter.*

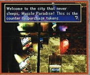
Noa: Grantes is bad! I hate people who are bad!

This small business thrives on gambling and wagered fighting. You can win valuable prizes here, so give it a try. See the lady behind the desk in the left corner of the games room.


Muscle Dome

She can sell you coins for the machines. The price of each coin is 100G, so be sure you've stocked up on cash.

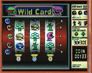
There are two games you can play: Wild Card and Baka Fighter. Wild Card is a slot-machine game with two ways to win: get three of the same object and win the amount in the pay table, or get three of the fist/foot symbols in a row and proceed to a bonus round.


Welcome to the city that never sleeps, Muscle Paradise! This is the counter to purchase tokens.

In the bonus round, the payout is a total of the first row multiplied by the second row and then the third for example, 5 x 2 x 5 = 50 coins). Each game costs 2 coins. This is a fantastic way to build up your coins—and to lose them.

Baka Fighter is a video game not unlike *Street Fighter.* (In the first round, you have to use the square button, in the second round the ✕ button, and in the third the ● button. These hints should help you defeat the first few enemies and progress to the bigger guys.) Good luck!

Baka Fighter



Baka
Fighter
Fighter
PRESS START

Each time you play Baka Fighter you'll have a chance to net coins depending on how well you fight and if you win. Playing the game is free, but if you lose one round you're out of luck and lose any coins you've won during the current game of Baka Fighter. You battle bigger and badder enemies each round, earning more and more coins. To defeat an enemy, you must determine his or her counter move. Using the same move as he or she does will get you nowhere fast. If the enemies tend to strike high, you should subvert their attacks with a low strike of your own. Blocking is essential to your survival.

The Muscle Dome's back room houses the Coliseum Zone. To participate, talk to the woman near the red carpet. Here you can challenge a rogues' gallery of opponents

LEGEND OF LEGAIA™

STAGE 1
PRESS SELECT TO MENU

in hand-to-hand combat. If you win, you'll win some lovely prizes. There are three different classes of opponents: Beginner, for the more timid fighter; Expert, for those of you who think you're tough; and Master, for someone ready to take on the world all by himself (having a few screws loose helps, too). Make sure that you have abundant HP and MP if you want to come out on top of the competition. Equip some items to increase your defense such as a Guardian Ring or Azure Jewel. If you have the Life Grail, equip it.

At the end of each round you are rewarded with an amount of HP that depends on how well you did during the bout. There are also three ways to leave the ring: winning, losing, and running away. If you choose to run away then you leave with nothing. If you lose, you will still gain some tokens for your efforts—and keep your pride. If you run away from the first match of every course, you will get the Chicken King!

The first category is Beginner, and involves eight rounds against some familiar monsters. Fighting them feels the same as it did when you squared off against them on the battlefield. All of your skills and options can be used, except those found in your items list.
Vahn should be around level 26. Make sure to equip the Life Grail. If you do not have it, purchase it from the kids in the warehouse for 40,000.

Equip him with a Wonder Amulet, Lost Grail, and a Life Grail to help him in battle.

The next category is Expert, and it can be quite grueling. Be at least level 38. Entering this level before you are ready would be suicide. Build your HP levels high and then jump into the ring and show 'em what you've got. Unfortunately, you get no help from Ra-Seru in this level. Without your armor you take a lot more punishment, wearing you down much quicker. You'll need to focus on blocking your opponents' attacks.

The Master's category is for someone ready to take on the world by him or herself. Only the very strong will survive—and the weak will be eating soft food for a long, long time. You will need to build your HP levels to new heights before you step into this ring. This time around, you wear your Ra-Seru, but cannot use any magic. Observe your enemies closely. Once you've discovered their weaknesses, use your Hyper Arts for maximum effect.

It gets hard after Level 7. Dohati has an attack called Chaos Breath. He will take a while to kill, because he has around 20,000 HP.

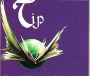
The next bosses are members of the Delilas Family. They range between 10,000–13,000 HP.

Next is Zora. She has around 30,000 HP. Be careful of her Glove Attack. To help you with this, equip the Wonder Amulet.

Last, but definitely not least, is Jette. Jette has approximately 50,000 HP. Equip Vahn with a couple of Lost Grails or a Life Grail. If you have the Evil Medallion, use it!

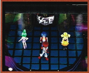
Sol Fever Disco

Saving the world from disaster is grueling work. If you'd like to take a break from the mayhem of the Mist (or just shake your booty), consider a visit to the Sol Disco Fever. You'll need to get yourself a Gold Card from the Muscle Dome's prize counter beforeyou can enter, however.

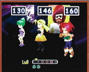


You will get the Speed Chain from the Disco King if you score high in the dance lesson.

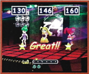
The task at hand is to win the Sol Disco dance competition. Talk to the Disco King and get a breakdown of the dance moves. He walks you through button sequences and shows you how to pull off some of the great moves you need to defeat the Dancing Queen.



The dance competition is an expensive endeavor. You'll have to pay an entrance of 500G every time that you want to reenter the competition. The Dancing Queen is a fierce competitor and she will surely give you a run for your money.



The object of the dance is to make as many successful dance steps as you can in order to gain the most points. The more flashy moves you make, the more points you gain and the more likely you are to win. Pressing the Triangle button at the same time as one of your other buttons is the key to winning.



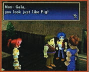
If you can out-funk the Dancing Queen, you collect 10,000G, a Swimsuit (you can take a picture of Noa wearing it if you have the Camera Stone), and a Platinum Card. Claim your prizes and take some time to soak your feet before you decide to walk any farther.

Sol Broadway

A few steps up you discover the Broadway Theatre, where the crowds are small and the comedy is as plain as white bread.

GET THE EARTH EGG
Save your pennies: This hidden object costs 100,000 Coins at the prize counter in Sol Tower's Muscle Dome. If you don't have 100K, it won't be available at the counter.

Go to the area where the performers are preparing. You meet up with a lonely comedian who wishes he could find a partner for his act.



Mon: Gala,
you look just like Pig!

And guess what? Gala's exactly the type of person he's been looking for. He and Gala join forces, creating a hilarious show that has people howling with laughter. The show is such a hit that you're offered free admission to the theatre whenever you like. Once you've had your fill of laughs, it's time to move along.

The next shop you come across is Sol's Bakery. The wonderful aroma wafting from its door makes your mouth water for the tender bread loaves baking inside.

There's only one problem: these succulent items cost you a whopping 6,000G each. You're going to need to spend a lot of time in the Muscle Dome, earning coins that you can cash in for precious Soru bread.

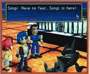
This special bread plays a crucial role in the lower levels of the castle.

GET THE EARTH TALISMAN
Head for Jeremi to pay Zalan a visit at his house in the town's southwest corner. Show him the Earth Egg and let him work on it when he asks; he'll transform it into the Earth Talisman.

The Earth Talisman enables its bearer to cast the Palma spell, a Group Attack spell. The Talisman also helps protect you from Earth element attacks.

Boss: Gaza

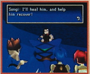
Gaza's Astral Sword attack, though focused on a single ally at a time, is powerful stuff. He has a tendency to gravitate toward one ally throughout the fight, so a good idea is to have the victim "Spirit" up to cut the damage in half. Gaza doesn't give warning as to when he's about to pull off the Astral Sword so make sure to dedicate one extra to healing during each round. He has around 14,000 HP. Make sure you are at least level 23-25.


Songi: Have no fear, Songi is here!

Once Gaza is defeated, Songi mysteriously appears.

Songi collects Gaza's bruised body and warns that you will fail in your quest to revive the Genesis tree.

After they have left, head back into the Master's House to fully recover your HP and MP levels before you proceed to the basement.

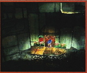

Songi: I'll heal him, and help him recover!

You need eight Soru bread loaves to advance through the basement. On your trip down, stop at the Muscle Dome. Each loaf is worth 100 coins, so you need to earn 800 coins in total. Play the Baka Fighter video game to earn at least 50 coins per game. However, entering the combat competition and fighting your way out is the best way to earn coins. Once you've kicked enough monster butt, have them show you the money. Stride over to the prize claim counter and walk away with your eight loaves.

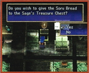
Save your progress in the first elevator room as you head deeper into the Mist.

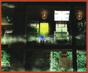
You'll need your strength at the bottom, so don't waste precious resources on the tough enemies that challenge your progress.

Stop at the room with the pink flowers flanking the door and locate the Sage's Chest.

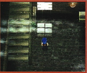


Open the chest, remove the item, and place a Soru loaf inside. The Sage is pleased with your offering. This is the first of eight chests, so keep your eyes open for the rest of them.

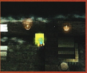

Do you wish to give the Soru Bread to the Sage's Treasure Chest?
Yes
No

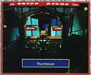


In the lower part of this room you find another Sage's Chest that must be satisfied. The chest is not far from the staircase, so you should see it right away.



Place the bread inside the chest and head to the next set of stairs leading down. You see a chest cuddled up against the wall near the stairs. Grab the contents of the chest and place the bread inside.

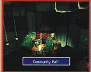




Just a few steps beyond the bakery, you find a warehouse run by children ragged from the hardships of war and the ravages of the Mist.

The children offer to sell you a special item they hide behind the counter.

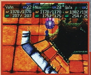
You'd do well to take them up on their offer—the Life Grail automatically recovers HP levels after every round of battle. The children charge you an incredible 40,000G for the Grail, but it's a very sound investment. On the next landing you'll find the Community Hall.



Inside you learn some important information about Gaza, the older man you encountered at the base of the Tower.

Listen to what the citizens have to say, and then keep pushing your way toward the top of the Tower. Stop in the Cafe for a little bit of chitchat along the way. You won't find any deep secrets here, though.

The top floor of the Tower is occupied by a small community of Biron Monks.

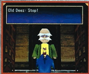


Locate the Memory Statue and save your progress. Make your way around the floor, stopping to speak to each monk to gather information.

After you've talked to all the monks, head toward the Master's House. You find a chest in the far left corner; collect the Miracle Water inside, then head to the other side of the house.

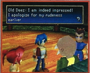
Here you speak to a monk who gives you a hint about the location of the Book of Hyper Arts and asks you to bring it to him once you have found it.

Approach the Master's House. He exits, requiring you to prove yourself.

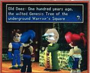


Old Deez: Stop!

You tell him of your campaign against the Mist. Sympathetic to your cause, the Master gives you a Genesis Tree Seedling to revive, in the hope that you can bring peace back to Karisto Kingdom.



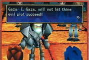
Old Deez: I am indeed impressed! I apologize for my rudeness earlier.



Old Deez: One hundred years ago, the wilted Genesis Tree of the underground Warrior's Square...

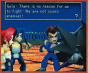
Your next objective is to head to the Tower basement to find the location of the previous Genesis tree. Heal your wounds with Biron medicine from the first monk on the left and exit the house. You're in for a nasty surprise.

Gaza has climbed up from the belly of the Tower, determined to thwart your campaign against the Mist.



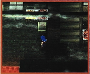
Gaza: I, Gaza, will not let thine evil plot succeed!

This is no doubt the toughest senior citizen you'll ever meet, so limber up and get ready to fight.



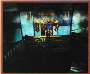
Gala: There is no reason for us to fight. We are not sworn enemies!

You won't get a moment's rest during the entire battle. Be very cautious of Gaza's blade attack, which can shave 1,600 HP from you with a single blow. Come on strong and don't let up. The faster you beat him, the less he can torture you.

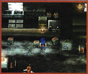


You can either exit through the door facing the chest or head back up to the top floor of the area and work your way down the central staircase. To avoid confusion, you should double back.

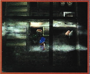
You arrive back at the door flanked by pink flowers. Head down the stairs and enter the next room.



Find the next Sage's Chest behind the counter across the room. Grab the item in the chest and replace it with the Soru bread.

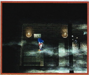


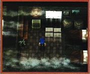
Take the stairs at the right side of the room down to the lower area. The next Sage's Chest is to the right of the stairs, in front of a counter.



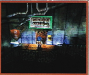
Replace the contents of the chest with another Soru loaf. Walk to the left side of the room and go down the stairs to the next waiting chest.

Take the item and fill the chest with bread. Head back up to the top floor and exit into the central staircase.

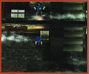


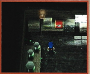


Continue down the central stairs to the Armor/Weapons shop.



You find a Sage's Chest next to the stairs as you walk through the doorway. Empty the chest and then fill it up with Soru bread.

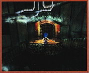


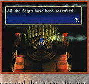


Up the stairs and to the left of the room, you see two chests against the back wall. Remove the items from the chests and refill the Sage's Chest with the last Soru loaf, and

then return to the central stairs.

Now that you've placed all the loafs, it's time to head to the control room. Make your way down the central stairs and to the second door past the Tower entrance.

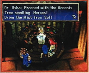




All the Sages have been satisfied.

Step inside and walk up to the Master Computer to activate it.

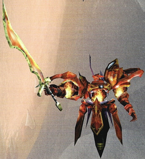
The room starts to shake and the machine blasts smoke out of its pipes. You have deactivated the barrier that prevented you from getting to the Warrior's Square.

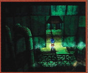


Dr. Usha: Proceed with the Genesis Tree seedling. Heroes! Drive the Mist from Sol!

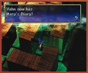
As soon as the block has been removed, a hologram of Dr. Usha appears before you.

He explains how the device works and that he is awaiting your arrival at the Research Center. It's now time to make your way down to the Warrior's Square and plant the Genesis tree. At the base of the stairs you find an ominous green door.





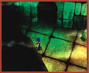
Enter the door and continue through the corridor, taking time to collect the Speed Elixir from the chest in the left corner. You arrive at a set of bookshelves. The middle bookshelf holds a book called Mary's Diary, which will teach you new Hyper-Arts skills.

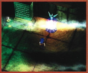


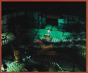
Vahn now has Mary's Diary!

Later on, you must take this book to the top floor and hand it to the monk on the right side of the Master's House.

Continuing through the corridor and past the next two doorways, you see a chest with the Wonder Amulet in the back left-hand corner behind some barrels. Grab the item from inside the chest and continue to the next area. There is another chest with the Golden Book as you walk into this room, just to the right of the entrance. Peer inside the chest, grab the goody, and continue with your business.







The next room has a large stone in the corner with a tale about the Genesis tree etched on its surface. Read the story and then save your progress before heading down into the Warrior's Square.

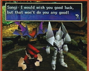
To get to the middle of the Warrior's Square you must flick a series of colored switches that deactivate the corre-

Tip

Look for Seru Monsters in the lower floors. You may get cool stuff.

spondingly colored force fields.

As you rush to plant the Genesis tree, you are interrupted by the sudden appearance of Songi and Gaza.

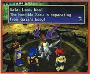

Songi: I would wish you good luck,
but that won't do you any good!

Gaza has been fitted with a custom Sim-Seru and is once again a formidable enemy. With his sword held high and a thirst for blood, he is determined to finish you off once and for all.

After you've defeated Gaza, he is separated from the Sim-Seru and it is destroyed.

Gaza

Gaza is very tough this time. He has around 16,000 HP and his attacks are quite damaging. His Neo Blade Attack can inflict as much as 1,100 HP as well as his other attacks. The best way to defeat him is to use the Kemaru Spell to hurt him and the Spoons Spell to heal your party. After the battle, you will receive the Astral Sword.


Gala: Look, Noa!
The horrible Seru is separating
from Gaza's body!

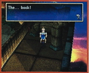
Unfortunately, the old man is in bad shape and will soon succumb to his wounds. To keep his spirit alive, you combine his life force with the power of your Ra-Serus and revive the Genesis tree.

Gaza's large sword now floats next to the tree. Reach up high to add it to your arsenal.

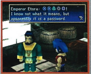
The growth of the Genesis tree pushes all the Mist out of the Sol Tower.

Don't worry about battling enemies as you make your way to the Tower's top. Once you arrive, hand Mary's Diary to the monk at the right of the Master's House. He reads from the book and teaches you each a new Hyper Art.

Noa: Vahn!
T-That's the old man!


The... book!

Head back down the central stairs, stopping to stock up on supplies where you like. Locate the Inn near the Tower's entrance and go inside. You find Emperor Etora on the lower level.



Emperor Etora: ✕✕△○□!
I know not what it means, but
apparently it is a password.

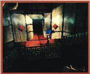
He tells you the fate the Kingdom suffered before your arrival. To express his gratitude, he offers you a password to use at the research center. Dr. Usha is waiting for you to arrive, so let's get going! The password: ✕✕▲●■ is the only way to reach Dr. Usha.

Exiting the Tower, you see inside the Floating Castle and hear of plans to kill you and destroy the Kingdom. Gi Delilas is a servant of Zora, an evil woman who wants nothing more than to see the world corrupted by the Mist and the Seru. After the cutscene has ended, put your hiking shoes on and head to Buma.

Well, well. It looks like
the kids revived the
Genesis Tree of Sol.

Buma

When you enter Buma, head toward the back of the village. Cara is there, mourning a lost love.



Noa: It's frozen stiff!
It's frozen!

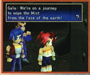
Meta: It looks like all
the Ra-Seru Eggs have been taken
from every Genesis Tree.

She says a few words and then heads out of sight. As you near the trio of Genesis trees, you notice that something is not normal. The trees are frozen and cannot be revived at this time.

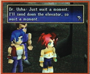
You must now travel to the research center and seek out Dr. Usha. He is the only one who can help you with this problem. Proceed northwest from Buma to find the Usha Research Center.

Usha Research Center

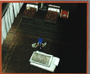
When you enter the research center, locate the pipe running down from the ceiling.


Gala: We're on a journey to wipe the Mist from the face of the earth!

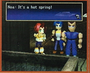
Use the pipe to speak to Dr. Usha. He grants you access to the elevator only if you enter the proper password, given to you by Emperor Etora in the Sol Tower Inn. Take the elevator up into the building.


Dr. Usha: Just wait a moment. I'll send down the elevator, so wait a moment.

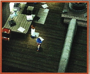
You see a chest with a Healing Berry in the far corner, to the right of the elevator. Near the chest and behind the elevator, you find a counter where you can restore your HP and MP levels free of charge. You can also purchase some supplies to help you in your quest.



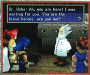
Climb up the next flight of stairs and go to the bathing area in the lower left corner. Here you discover a hot spring being used by a very shy man. Speak to him and then head to the next staircase near the Memory Statue.

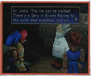

Noa: It's a hot spring!

Once you arrive at the top floor, head to the left side of the room and grab the Wisdom Fruit.



Locate Dr. Usha and speak to him. He tells you that it is very important to destroy the Seru named Koru and revive the Genesis trees in Buma.


Dr. Usha: Ah, you are here! I was waiting for you. You are the brave heroes, are you not?


Dr. Usha: The ice can be melted! There's a Seru in Nivora Ravine to the north that breathes cold air.

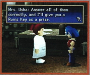
To do this, you must travel to Uru Mais, retrieve the Fire Droplet, and return it to him. He will create TimeSpace Bombs that will destroy the Seru and release a thermal heat wave that melts the ice from the Genesis trees in Buma.

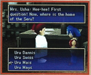
The doctor's wife holds the key to the Uru Mais temple and is waiting for you on the bottom floor.

She asks you four questions relating to what Dr. Usha told you. The answers to Mrs. Usha's questions are

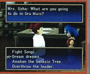
Uru Mais
Dream dreams
The Fire Droplets
Usha Research Center

After you have answered the questions correctly, she will give you the Ruins Key.

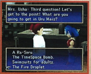

Mrs. Usha: Answer all of them correctly, and I'll give you a Ruins Key as a prize.


Mrs. Usha: Hee-hee! First question! Now, where is the home of the Seru?

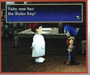
Uru Dannis
Uru Swiss
Uru Mais
Uru Mays


Mrs. Usha: What are you going to do in Uru Mais?

Fight Songi.
Dream dreams.
Awaken the Genesis Tree.
Overthrow the leader.


Mrs. Usha: Third question! Let's get to the point! What are you going to get in Uru Mais?

A Ra-Seru.
The TimeSpace Bomb.
Swimsuits for adults.
The Fire Droplet.

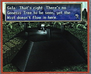


Vahn now has
the Ruins Key!

Take the elevator to the very bottom of the temple. Exit the research building, and go west to Uru Mais.

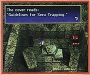
Uru Mais

As you approach Uru Mais, you notice that there is no Mist suffocating the land. The Ancient Temple has the strength to hold off the Seru threat and keep the area clear of danger. Noa lets curiosity get the best of her and she rushes into a nearby house, where you find that Cara has been monitoring your progress.



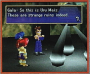
Gala: That's right. There's no
Genesis Tree to be seen, yet the
Mist doesn't flow in here.

Inside the house you see a chest with a Healing Berry and book about Seru lying on a table. Grab the Healing Berry and then pick up the book to read about Uru Mais. The book tells you what to do to capture a Seru.



The cover reads:
"Guidelines for Seru Trapping."

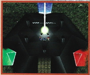
Make your way to the top of the Uru Mais temple.



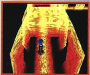
Gala: So this is Uru Mais.
These are strange ruins indeed.

As you look around for a keyhole for the Ruins Key, a voice will call out to you. The weary voice encourages you to enter each of the three different doors at the sides of the temple.

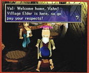
Enter the door on the right side of the temple.



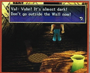
Follow the corridor to the end, where Vahn enters a trance and then falls into a deep sleep. Vahn has a dream sequence that takes him back to the time his mother was gravely ill and his father ventured into the Mist in search of Drake Water.



When the dream has ended, you are teleported to



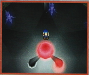
Val: Welcome home, Vahn!
Village Elder is here, so go pay your respects!



Val: Vahn! It's almost dark!
Don't go outside the Wall now!

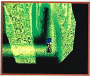
the top of the temple, where you discover that one leg of the central structure is glowing.

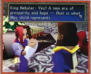
Enter the door on the left side of the temple. Follow the corridor to the end, where Noa enters a trance and then falls into a deep sleep.



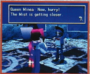
Noa dreams about her parents, the King and Queen of Conkram.

When the dream has ended, you are teleported to the top of the temple, where





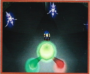
King Nebular: Yes! A new era of prosperity and hope -- that is what this child represents.



Queen Minea: Now, hurry!
The Mist is getting closer.

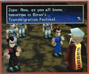
another leg of the central structure is now glowing.

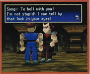
Finally, enter the door on the back side of the temple. Follow the corridor to the end, where Gala enters a trance and then falls into a deep sleep.

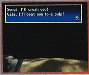


Gala's dream reveals how he was deceived by Songi and made to look like a fool at the Biron Monastery.

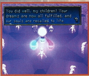
When the dream has ended, you are teleported to


Zopu: Now, as you all know, tomorrow is Biron's Transmigration Festival.


Songi: To hell with you! I'm not stupid! I can tell by that look in your eyes!

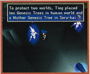

Songi: I'll crush you! Gala, I'll beat you to a pulp!

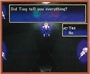
the top of the temple, where all three legs of the central structure are now glowing.


You did well, my children! Your dreams are now all fulfilled, and our souls are recalled to life

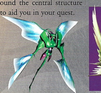
Illuminating the central structure has given new life to Teig, a deity made up of several bodies of energy. Speak to each of the spirits and soak up their knowledge of the Mist, Ra-Serus, Serus, and the Seru-Kai. The conversations help you understand the special relationship between the humans and the Serus.

After you have spoken with all the spirits, head to the middle and acknowledge that you have understood the information presented to you.

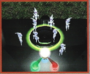

To protect two worlds, Tieg placed ten Genesis Trees in human world and a Mother Genesis Tree in Seru-kai.


Did Tieg tell you everything?

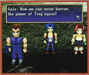
The spirits then gather around the central structure and summon the Fire Droplet to aid you in your quest.

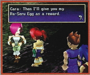


Once you have received the Fire Droplet, prepare yourself for some disturbing events.



The evil Seru Juggernaut appears and in one breath demolishes Uru Mais. After the even, Cara appears once again and gives you a challenge. If you revive the 3 Buma Genesis Trees, she'll give you the Ra-Seru egg in return. But for now, return to the Usha Research Center.

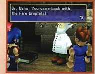

Gala: Now we can never borrow the power of Tieg again?


Cara: Then I'll give you my Ra-Seru Egg as a reward.

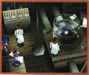
Make sure to return to the demolished ruins of Uru Mais to pick up the Magic Grail from the far side of the center platform. You'll find it by searching the inside of the long fissure.

Return to Usha Research Center

Enter the research center and walk up to the intercom pipe. Upon hearing your voice, Dr. Usha grants you access to the elevator.

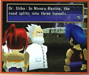

Dr. Usha: You came back with the Fire Droplets!

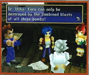
Make your way to the lab and give the doctor the Fire Droplet. He then begins work on the TimeSpace Bombs.



Supersaturate Power Stones with Dragon Water!

Dr. Usha gives you four bombs to use. One is to be placed at the entrance to Nivora Ravine so you can gain access to the ice cave.


Dr. Usha: In Nivora Ravine, the road splits into three tunnels.

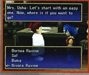

Dr. Usha: Koru can only be destroyed by the combined blasts of all three bombs!

The other three are to be scattered around Koru, the Seru and set off at exactly the same time to destroy him. With the bombs in hand, it's now time for your team to head to Nivora Ravine.

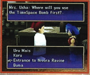
On your way down to the elevator, Mrs. Usha stops you to give you another test. The answers are:

Nivora Ravine
Entrance to Nivora Ravine
Three Seconds
To Awaken Buma's Genesis Tree

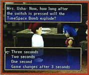
Once you've answered each of the questions correctly, she rewards you with healing items and allows you to leave the research center.


Mrs. Usha: Let's start with an easy one. Now, where is it you want to go?

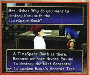
Bornea Ravine
Sol
Buma
☞ Nivora Ravine


Mrs. Usha: Where will you use the TimeSpace Bomb first?

Uru Mais
Koru
☞ Entrance to Nivora Ravine
Buma

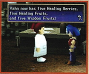

Mrs. Usha: Now, how long after the switch is pressed will the TimeSpace Bomb explode?

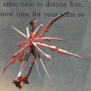
☞ Three seconds
Two seconds
One second
Game changes after 3 seconds


Mrs. Usha: Why do you want to destroy Koru with the TimeSpace Bomb?

A TimeSpace Bomb is there.
Because we hate Nivora Ravine.
To destroy the Mist Generator.
☞ To awaken Buma's Genesis Tree.

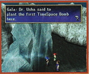
Make sure to pick up the Legendary Rod standing against the dresser near the bedroom. One of the best rods in the game. It's important to snag it while you can.


Vahn now has five Healing Berries, five Healing Fruits, and five Wisdom Fruits!



Nivora Ravine

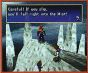
When you arrive at Nivora Ravine, walk to the blocked passage and place a TimeSpace Bomb at its entrance.



Gala: Dr. Usha said to
plant the first TimeSpace Bomb
here.

The doctor warned you that the explosion would be powerful—and sure enough, the blast sends you hurtling through the air. When the dust settles, you can enter the cavern.

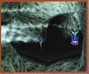
Head into the cavern and follow the curved path until you reach a door. This is the summit of the ice cave. Atop the mountain you see three Soren men with wings who live in the clouds.



Careful! If you slip,
you'll fall right into the Mist!

You overhear these Guardians of the Kingdom discussing plans to storm the Floating Castle before they fly off. Climb down the icy mountainside to a plateau holding a chest.

Grab the Warrior Icon from the chest, descend to the next platform, and save your progress at the Memory Statue.



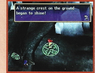
Enter the cavern and get ready to split up along three separate paths.

You start off by controlling Vahn as he moves through the Fire Cave. (If you wish to switch to one of your other characters, simply press your Square button.) You find a room at the north end of the path containing a chest with a Mettle Gem in it.

Proceed to the point where part of the cave is blocked, making it impossible to continue.

Switch to Noa. You find a door at the bend of the path that hides a chest containing a Rainbow Jewel.

Continue down the path until you reach the crest on the floor. By standing on this crest, you give power to Vahn to remove the blockade below.

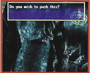


A strange crest on the ground began to shine!

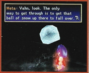
This allows Vahn to push the arm open and gain access to the rest of the path. It's now time for Gala to play his part in this puzzle. As you all walk up the path, you see a door that leads to a chest.

Collect the item from the chest and continue along. At the end of the path you find a large gate blocking progress.

You must now switch to Vahn and allow him to do his part. Push the button on the blocking structure and pass through the opening.



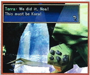
Do you wish to push this?



Meta: Vahn, look. The only way to get through is to get that ball of snow up there to fall over.

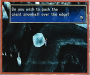
When you do this, a bridge is created for Noa, allowing her access to the next part of the path. Make your way through the path, stopping in the room to collect the item from another chest. Continue along the winding path until you come to an unexpected roadblock.

Noa must now lift the gate for Gala. Cross the bridge and head to the northern wall. Here you find a pull switch that raises the gate blocking Gala's path.



Terra: We did it, Noa! This must be Koru!

Once the gate is raised, move along the path until you see a doorway leading into a small room. The room contains another chest waiting to be emptied. Grab the contents and make your way to where Koru lies.

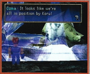


Do you wish to push the giant snowball over the edge?

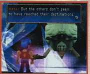
Noa then places the first TimeSpace Bomb.

Take Gala through the gate and head to the snowball. He pushes the snowball over the edge and into the spiked hole that is preventing Vahn from advancing.

Now Vahn can continue to Koru's cavern and place the next TimeSpace Bomb. Gala should then head down the last stretch of the path to place the final TimeSpace Bomb at the other side of Koru.



Ozma: It looks like we're all in position by Koru!



Meta: But the others don't seem to have reached their destinations.

After all three of you are in position and ready to detonate the bombs, you receive an unexpected visit from the Delilas Family. Each of them has sworn loyalty to Lady Zora. The siblings all have special skills, too, which they're more than happy to use to kick your butt.

You must each face off against a member of the family: Gala faces the daunting Che Delilas, master of brute force; Noa tackles the charming Lu Delilas, who strikes with a fierce accuracy; and Vahn is challenged by Gi Delilas, an expert in fatal blows.

Gi Delilas: I'm Gi Delilas, expert at fatal blows to a killing point on my opponent's body!

Lu Delilas: I am Lu Delilas! I strike with lightning speed!

Lu Delilas: No! This can't be! How can I lose? I can't lose!

Gi Delilas: H-How humiliating...

Che Delilas: I am Che Delilas! Brute strength and chaos are what I am about!

It's very important to be fully prepared for these matches. You may need to retreat to an Inn to recover your HP and MP points, or even exit the cave and build your HP levels by fighting lesser enemies.

Make sure you're well stocked with Healing Potions, too. Defeat is not an option: if you triumph over Che but succumb to Lu, you must restart your game and battle Che all over again. Unfortunately, the nearby Memory Statue is accessible only when you've wiped out all three mercenaries.

Boss: The Delilas Family

Each of the Delilas siblings attack in a distinct pattern, consisting of three rounds repeating throughout the fight. The perfect plan of attack for each party member is to note the pattern. Each Delilas sibling will attack, then charge up, then unleash a devastating super attack. In order to combat this pattern, use each round effectively. Use the first round to attack, the second to heal, then make sure to "Spirit" charge during the 3rd. Always choose to "Spirit" charge during the Delila's super attack in order to cut the damage inflicted in half. Pull a super Hyper Attack Arts move during the next round, then heal up before the counter! It's wise to equip a Target chain and a Defender Chain on each party member.

Che Delilas: H-How... How could this happen?

Once the Delilas are defeated, position yourselves to detonate the TimeSpace Bombs. The explosion cascades through the cavern, engulfing Koru in flames. Save your game before taking Koru on. Also you will receive Fire Book III, Thunder Book III and Wind Book III. Use them to learn a new technique.

You'd think that would be the end of your troubles, wouldn't you? Nope. This fight is about to enter overtime. The Delilas Family members use their last ounces of strength to bond with Koru, becoming the ultimate fighting machine. They intend to set off the thermal energy and destroy all of Karisto Kingdom.

Gi Delilas: Koru, silent Seru! Make us one with your life... and your fate!

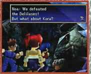
Meta: It seems the Delilases have merged with that Seru and commanded it to self-destruct!

Ozma: Be careful, Gala! If we don't finish them quickly, we'll be caught in the explosion!

This final fight gives you four rounds to show the creature that persistence is futile. You must make each hit count. The creature has 100 HP and you must drain all of it before the end of the fourth round. Be quick, strong, and accurate with each shot, and victory is yours.

Boss: Koru

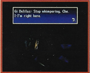
The fight against Koru can be tough. He has around 19,000 HP. Make sure to heal up and restock beforehand. The fight consists of five turns total, with Koru attacking four of the five rounds. Don't waste time healing during the fight, instead make sure to have all 3 members attack with powerful magic (Kemaro or Aluru spells are very effective), and keep at Koru with your most hard-hitting Hyper Arts moves. Make sure to place a Target chain on your party members and you should be able to chip enough away from Koru in the time allowed.

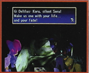

Noa: We defeated
the Delilases!
But what about Koru?

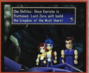
Once Koru breathes his last breath, heat escapes from his belly and wafts into Buma, where it melts the ice from the Genesis trees. Onward to Buma village!

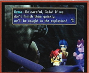
Return to Buma 1

Once you arrive in Buma, head to the Genesis trees at the back of the village. Each of you revives a tree with the power of your Ra-Seru. The Mist retreats, giving new hope to the local villagers and Karisto Kingdom.


Gi Delilas: Stop whimpering, Che.
I-I'm right here.

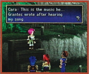

Gi Delilas: Koru, silent Seru!
Make us one with your life...
and your fate!

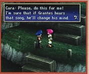

Che Delilas: Once Karisto is
flattened, Lord Zora will build
the kingdom of the Mist there!


Ozma: Be careful, Gala! If we
don't finish them quickly,
we'll be caught in the explosion!

As you set out from the Genesis trees, you run into your old friend Cara.

She gives you the Sheet Music you must take with you to the Jazz Club in the Sol Tower. Hopefully, hearing this music will remind Grantes of the love he once had for Cara. In the Inn, there is a Wisdom Fruit. Talk to the woman and spend the night to find out more information about one of your characters. In one of the houses near the Inn, there is a chest containing a Healing Fruit. Exit the village and set your sights on Sol Tower.


Cara: This is the music he...
Grantes wrote after hearing
my song.


Cara: Please, do this for me!
I'm sure that if Grantes hears
that song, he'll change his mind.

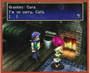
Return to Sol Tower

Enter the Tower and climb the staircase to the Jazz Club on the fourth floor. Give the Sheet Music to the piano player and ask him to play it for you. When he plays the tune, Grantes leaves the bar and heads for Buma. Follow him.

Return to Buma 2

Welcome back to beautiful Buma, where the water glistens in the sun and the locals are generous with gossip. Walk to the house in the back left of the village. Here you find Cara and Grantes glowing with happiness.

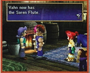
You are told the tale of how Grantes gave up his life as a Soren citizen to be with Cara.



Grantes: Cara.
I'm so sorry, Cara
I... I...

As an expression of gratitude, Grantes gives you a Soren Flute.

You can use the flute at Mt. Dhini to call the Soren for assistance. This triggers an act of goodwill by Cara, who finally gives you the Light Egg. Now that she is again with the love of her life, she no longer needs it to travel through the Mist. If you want, you can take the Light Egg to Zalan in Jeremi. He will change it into the Light Talisman.



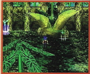
Vahn now has
the Soren Flute.

Leave the house and search the village for any clues or items that may help you with the destruction of the Floating Castle. At the back of the Inn you find a chest and a counter where you may buy supplies. It's now time to start your hike to Mt. Dhini to find the Soren people. Proceed north from the Usha Research Center to find Mt. Dhini.

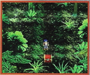
Grantes tells you about how he had lost his wings before the land had been consumed by the Mist. His love for Cara drove him to seek out a way to get soren wings for her. His drive to do so blinds him and he mistakenly hands over a batch of Ra-Seru eggs to Princess Zora. Exploiting Grante's desperation, Zora in turn uses the eggs to build the Mist Generator and abandons Grantes. The Soren elder then punishes Grantes by taking his wings.

Mt. Dhini

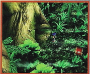
Mt. Dhini is heavily covered in thick brush and large plant life. As you approach the mountain, you find that a gate blocks your path. You must prove that you have Soren ties before you can further your way through the mountain. Haul out the flute Grantes gave you and play a tune to open the gate.



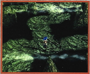
As you walk along the grassy path you come to a "T" intersection. At the end of the path heading down is a chest containing an Unholy Icon. Grab it, return to the intersection, and continue up the other path.



You soon come to an opening leading into the mountain. Head inside and continue past the path that cuts off to the left. You arrive at an enclosed area outside the mountain, where you find a chest with a Phoenix in it.

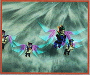


Grab the Phoenix, double back to the intersection, and take the path leading down. Keep moving along the rocky walkway, past the path that cuts off to the right (it leads to an empty area and it's not worth your trouble).

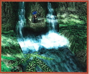


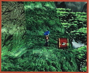
When the path winds toward an entrance into the mountain, you come across a chest containing a Wonder Amulet.

Grab the Wonder Amulet and continue into the mountain. Keep going along the path, through the openings in the mountainside. As you progress, you will find a Healing Berry, a Good Luck Bell, and a Memory Statue.

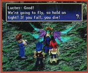


There is an opening at the end of this path leading to a trail that starts up the side of the walkway. Jump across the waterfall and keep hustling your way to the summit.





Once you arrive at the summit, you must use the Soren Flute once again. A group of Soren arrives and whisks you into the sky.

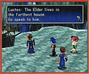


Luctes: Good!
We're going to fly, so hold on tight! If you fall, you die!

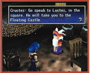
Unfortunately, instead of being taken to the Floating Castle, you are carried to the Soren camp. The Soren Elder is to decide what is best for all.

Soren Camp

The Soren drop you off in the central part of the camp. Head to the last house at the end of the left walkway.

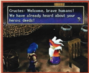


Luctes: The Elder lives in the farthest house.
Go speak to him.



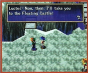
Cructes: Go speak to Luctes, in the square. He will take you to the Floating Castle.

Here you meet the camp's Elder, who decides to send you to the Floating Castle. Inside the house is a chest containing a Wonder Elixer.



Cructes: Welcome, brave humans!
We have already heard about your heroic deeds!

Be sure to visit all the places in the camp to gather any items and information you need before leaving. Talk to Luctes and tell him that he is to bring you to the Floating Castle under the orders of the Elder. There is a chest in the weapons shed containing a Healing Fruit.



Luctes: Now, then. I'll take you to the Floating Castle!

Note

Make sure to speak with the Soren standing to the right of the items shop. He'll ask you to fetch him the Soren Secrets book from the Floating Castle.

Floating Castle

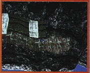
The Soren wait for you outside the Floating Castle because they do not have enough strength to enter.

Luctes: We'll be waiting here.

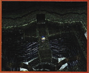
They will return you to the Soren camp after you have destroyed the Mist Generator.

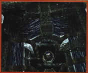
Head into the castle through the doorway and continue down the corridor until you come to an intersection. Keep going to the left and collect the Healing Berry from the chest inside the small cavern.

Make your way back to the intersection and head upward through the castle corridors. You walk down a set of steps and into another area where there is an intersection. Keep going to the right, collecting the item from the chest in the small room off to the side.



Continue just past the flight of steps leading outside the structure. At the end of the edged walkway, you reenter the castle to find a room with a catwalk.

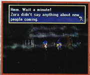




Take the right side of the catwalk and scale it to the other side. This takes you to a switch room. Pull the switch to raise the platform in the previous room.

Return to the circular platform and ride it to the lower part of the castle.

Go through the door into another dark corridor and follow it to the next doorway. On the other side of the door you find two pipes, one on each side of you. Follow the left pipe to the end, where you run into one of Zora's minions, Puera.



Hmm. Wait a minute!
Zora didn't say anything about new people coming.

He is startled by your presence and challenges you to a battle of cards. After you defeat this nuisance, you have access to the switch.

Head back through the tunnel and continue down the corridor to the next area. Along the corridor you see a small passage with a flashing button on the door.

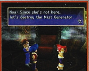
The Soren Secrets, stolen from the Soren, had fallen into the center of the device.

Go through the door into the room at the end. Pull the switch to locate the lost Soren Secrets inside of the Torture Machine.

Exit the room and continue through the corridor until you reach the round room. Walk to the other side and down the steps to the save stone.

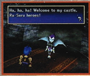
Save your progress and head through the next door, which leads to Zora's Throne Room. Two Pueras guard the chamber entrance. You must defeat them before you can advance into the Throne Room. Pull the two switches at the entrance to open the door.

You rush into the Throne Room and find it empty. The left door of the throne contains a chest with a Magic Water in it.



Noa: Since she's not here, let's destroy the Mist Generator.

As you turn and head back toward the entrance, Zora strolls into the Throne Room. She's not about to give you the Ra-Seru Egg without a fight.



Ha, ha, ha! Welcome to my castle, Ra-Seru heroes!

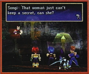
Put up your dukes and get ready to rumble—Zora wants to teach you a few painful lessons. As long as you think fast and plan ahead, you should be able to knock her out.

Boss: Zora

While Zora can pack a wallop with her Dark Typhoon spell, she is amazingly enough one of the easier bosses to tackle. Make sure to equip some stone Amulets to protect against her Glare Attack and keep plugging away by using Hyper Arts attacks. Have a party member, like Gala, heal up wounded allies with spells and items. Zora has a little over 25,000 or so HP, so keep up your assault until she drops. Be around Level 35. If Noa knows the Barra Spell, it will make the battle easier.

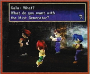
Once you've zeroed Zora, you learn there is no Ra-Seru Egg.

Fittingly, your dear friend Songi appears to offer his deepest sympathies on your latest blunder.



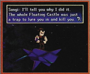
Songi: That woman just can't keep a secret, can she?

Follow him as he rushes to the Mist Generator Room.



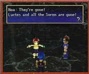
Gala: What?
What do you want with the Mist Generator?

When you arrive, you find that the generator has already been destroyed. You've walked into a trap—and you've now got six minutes to get out of the Floating Castle before it crashes into the ground. Run. Now.



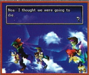
Songi: I'll tell you why I did it.
The whole Floating Castle was just a trap to lure you in and kill you.

Make your way to the entrance and wait for the Soren men to rescue you from the falling castle structure. It's an awfully close call, but at least the Floating Castle has been destroyed!



Noa: They're gone!
Luctes and all the Soren are gone!

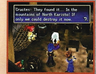
Luctes and his companions take you back to their camp so you can rest and get information about where the next Mist Generator lies.



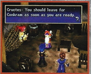
Noa: I thought we were going to die.

Return to the Soren Camp

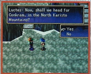
Luctes and his companions take you back to the Soren camp so you can rest and learn where to find the real Mist Generator. The Soren Elder has already sent someone to investigate the continuing source of the Mist, and it appears to be coming from the mountains of North Karisto.



Cructes: They found it... In the mountains of North Karisto! If only we could destroy it now.



Cructes: You should leave for Conkram as soon as you are ready.



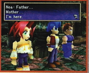
Luctes: Now, shall we head for Conkram, in the North Karisto Mountains?

Explore the camp and stock up on supplies for your journey to the north. Speak to the Soren near the Armor shop. He teaches you three new Hyper Arts skills from the lost book of Soren Secrets you found in the Floating Castle.

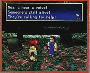
After you have all you need, make sure to save your game. Head to the main part of the camp and find Luctes. He flies you to Conkram, where you make a pit stop to learn the fate of Noa's parents.

Conkram

Mist envelopes Conkram, filling the town with an unholy evil. Noa senses a human voice and you search for its origin.

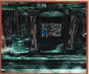


Noa: Father...
Mother...
I'm here.



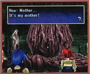
Noa: I hear a voice!
Someone's still alive!
They're calling for help!

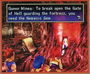
You find a giant Seru and learn almost everything and everyone in the town has become part of the creature. If you look to the right, you will obtain a Spirit Jewel.



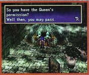
Head into the castle at the back of the town. Go up the steps. At the top look left. There will be a Lost Grail in the chest.

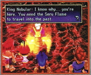
Locate the stairs at the right and climb to the next floor. You are startled to find Noa's mother, Queen Minea, immobilized by the Sim-Seru.


Noa: Mother...
It's my mother!


Queen Minea: To break open the Gate of Hell guarding the fortress, you need the Nemesis Gem.

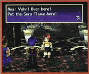
Somehow she is able to speak with you. Behind and to the left of Queen Minea is a door that leads to a room that contains a Healing Fruit and a Wonder Elixir. You must now speak to the King, who is in the basement of the castle. Go back down two flights of stairs and to the left, where there are two guards watching the entrance to the cellar. They let you pass because you have permission from the Queen.

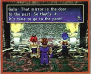

So you have the Queen's permission?
Well then, you may pass.


King Nebular: I know why... you're here. You need the Seru Flame to travel into the past.

Make your way down the long flight of stairs to the basement and speak to the King.

The King gladly gives you the Seru Flame. Use the flame in the Room of Mirrors, which you can find on the same floor as the Queen. It is the door behind and to the right of her. Enter the room and place the Seru Flame in the large vases at each side of the mirror.


Noa: Vahn! Over here!
Put the Seru Flame here!


Gala: That mirror is the door to the past. So that's it.
It's time to go to the past!

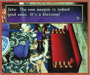
You are then transported to the Conkram of 10 years past.

Conkram (Past)

Conkram is a thriving town before the arrival of the Mist.

You will soon be reintroduced to many of the enemies you've been fighting throughout your quest. At one time they all served King Nebular—until his son Cort changed things forever.

Head to the lower part of the castle and speak to the people in each room. Gather all the information you can and then head into the last area of the castle. You discover an Armor shop and an Inn.


Zeto: The new weapon is indeed good news. It's a blessing!

Innkeeper: Do you want to stay?

You must lie down for a well-earned rest before anything exciting happens. Explore the area. When you leave the Throne room, go to the door on the left. You will find a Power Water. Go outside of the palace. To the bottom left should be a Guardian Water. There is also a Wisdom Fruit near the palace stairs in the northwest corner. As you go into the town, turn right and go through a door to find the Swift Water. Take the first door north of the Item shop to find the Wisdom Water.

The next day, everyone rushes to the center of the village to watch the weapon demonstration.

Zeto: Prince Cort and Jette, in the lab under the castle, will now open the door to the Seru world.

Gala: There are things that look like Ra-Seru Eggs coming out of that hole.

An explosion releases Mist into the city and chaos breaks out. Head to the castle basement to locate the laboratory and Prince Cort. You see a hole in the lab floor with Ra-Seru Eggs floating out of it. Get your thinking cap on, because you're about to enter a maze.

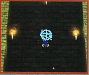
Rogue's Tower

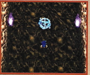
Jump into the hole and make your way through the vortex and into the Seru-Kai world.

Noa: It's a piece of a Rogue.

Rogue's Tower is a simple, if infuriating, puzzle. The goal is to successfully make it from room to room without repeating a step and ending back at the beginning.

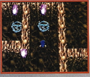
Locate the emblem on the floor in front of you. Emblems like this transport you from room to room. It's extremely important that you. Step on an emblem only when the floor is in the normal cobblestone mode.



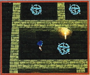


If you step on the emblem when the floor becomes warped, you will not complete the puzzle properly and it will take you twice as long to reach the Rogue.

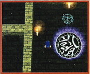
Make your way to each new part of the maze until you arrive at a room that has two emblems to choose from. The left one leads you to a chest containing a Magic Armband.



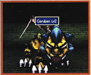
Step back on the emblem and return to the previous room. This time, step on the right emblem to transport yourself to the next part of the maze. You're presented with two more emblems to choose from.

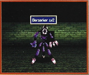


Step on the northern one to find another chest. Grab the Phoenix and warp back to the previous room. The other emblem takes you to the emblem in the center of the maze. This large emblem takes you one step closer to the Rogue.



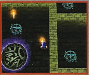
This area is a bit different from the last one. You must seek out the two enemies and destroy them to activate the next large portal.





You can find an enemy in each corner of the maze. Now transport yourself to the next area. You must keep track of which emblem you have already stepped on.

Boss: Caruban and Berserker



Berserker has around 11,000 HP. He should not be too hard too defeat. The next monster you face is a Caruban. It has approximately 5,000 HP. Quickly defeat it and you will receive a Miracle Water.

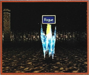
Although you can't get lost or trapped in this area, it takes you a little longer if you keep repeating your steps. You will fight another Berserker. It is a little tougher because it has around 18,000 HP. It's attacks can cause 2,000 HP of damage and can poison you, so be careful!

Another Caruban will fight you with 8,000 HP. It should be dispatched with ease. Locate the two monsters and destroy them to open the wall that leads to the next emblem. Save your progress at the save stone and then warp to Rogue's Lair.

Noa: Terra, is this the place?
Is the Rogue here?

The Rogue appears to be made of ice crystals and is protected by three smaller crystals that orbit his body.

Gala: I-It's the Rogue!



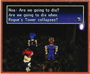
He has the power to attack with Earth, Wind, Fire, and Water, which can take down your points in a hurry. After every such attack, the Rogue kindly allows you one full turn to heal, in preparation for the next round.

Boss: Rogue

Use your best spells and attacks against this boss. This boss has around 30,000 HP. Be at least level 37. Some of its attacks can cause as much as 2,000 HP! Maybe it is a good time to use the Rainbow Jewel.

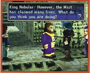
Noa: We did it!
We defeated the Rogue!

After you beat the Rogue, hightail it out of there before the Tower collapses.

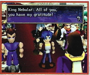

Noa: Are we going to die?
Are we going to die when
Rogue's Tower collapses?

The three of you band together and combine your Ra-Seru powers to escape the weakened structure.

As you rise to the lab, you find the King giving Cort a lecture about irresponsibility.


King Nebular: However, the Mist has claimed many lives. What do you think you are doing?

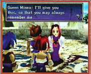
The king then turns his attention to you. Because of your efforts, the Mist has left the town and its citizens are back to their old selves.


King Nebular: All of you,
you have my gratitude!

The King asks you to join him at the surface, where he presents you with the Nemesis Gem as a reward for your bravery. This does not please Cort at all.

Make your way to the King's bedroom and enter the door at the rear. At the top of the stairs you find the Queen.

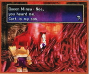
She gives you Minea's Ring as a way to remember her.

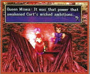

Queen Minea: I'll give you
this, so that you may always
remember me.

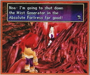
It's now time to return to the present and destroy the Mist Generator. Enter the room at the right of the King's throne and warp back to the present.

Return to Conkram

Approach the Queen and tell her of your deeds. She tells you more about Cort and the actions he has taken against Karisto Kingdom.


Queen Minea: Noa,
you heard me.
Cort is my son.


Queen Minea: It was that power that
awakened Cort's wicked ambitions.


Noa: I'm going to shut down
the Mist Generator in the
Absolute Fortress for good!

Unfortunately, there is little more you can do to help the Queen at the moment. You must pursue Prince Cort and destroy his fortress. Proceed north of Conkram to the Gate of Hell.

Tip

ALL CHARACTERS MUST HAVE LEARNED ALL OF THEIR RESPECTIVE ART MOVES.

GALA'S RA-SERU OZMA SPELL

Gala must go to East Voz Forest and touch the Genesis tree to have this spell bestowed upon him. Ozma will speak with him and then give him the Ra-Seru Ozma Spell. If nothing happens when Gala touches the tree, it means he hasn't yet learned all 15 of his Arts, Hyper Arts, and Miracle Art.

NOA'S RA-SERU TERRA SPELL

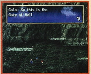
Noa must go to Mt. Rikuroa and touch the Genesis tree to have this spell bestowed upon her. However, she must already have learned all 15 of her Arts, Hyper Arts, and Miracle Art before she touches the tree. If no, no dice. But, if Noa has prepared properly, Terra will speak with Noa and give her the Ra-Seru Terra Spell.

VAHN'S RA-SERU META SPELL

Vahn must go to Sol Tower's basement and touch the Genesis tree to have this spell bestowed upon him. However, he must already have all 15 of his Arts, Hyper Arts, and Miracle Art (but not Super Arts) under his belt before touching the tree; if he hasn't learned any one of these, Vahn won't get the spell. But, if he's done all of his homework, Meta will speak with Vahn and give him the Ra-Seru Meta Spell.

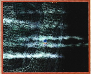
Jette's Fortress

Use the Nemesis Gem to open the Gate of Hell.



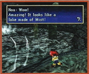
Gala: So this is the Gate of Hell.

Head inside and run to the end of the large cavernous hallway. The off-ramp on the right leads to a chest containing the Life Armband. Grab it and head back to the hallway.



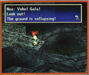
On the left side of the corridor you find a Memory Statue and fresh running water.

Drink the water to restore your HP and MP levels.



Noa: Wow! Amazing! It looks like a lake made of Mist!

Continue along the corridor until you reach an area with a large pool of Mist. It appears to be wafting down from above, where you suspect the Mist Generator lies. Follow the shore and you will find a Rainbow Jewel.



Noa: Vahn! Gala! Look out! The ground is collapsing!

Make your way around the pool of Mist to the next area. Beyond the short corridor you see the Juggernaut in his resting state. He is absorbing the Mist and is becoming bigger by the minute.

Venture deeper into the fortress until you come to a door against the upper wall. Inside the room is a chest that contains the Golden Claw. Grab the Claw and have Noa equip it. Keep moving through the corridor until you reach an open area with platforms high above you.

Ha, ha!
I am Jette,
apostle of the Mist!

Keep heading north into the next room. There is a set of stairs on each side of you as you enter. Take the flight of stairs up to the platform behind you and enter the next room. Walk onto the emblem on the floor and ride the moving platform to the other side. Grab the Wonder Amulet from the chest and head back to the lobby area. As you head back, look for the Unholy Icon in the corner.

Head up the stairs on the other side of the room and save your game. You must now enter a room with a control panel in its center. Pull the switch and double back to the lobby. You are stopped by Jette, one of Cort's right-hand men.

It is once again time to fight in the name of Karisto Kingdom. Jette's lean look conceals the full extent of his power. He has the ability to create clones of himself, causing great confusion for your team. Hit them hard and with all you've got, and you will prevail.

Boss: Jette

Fighting Jette is a pain because it can clone itself. It has around 35,000 HP. Make sure your party is at least level 38. Use attacks that will inflict damage on all the Clones and heal as necessary.

Once you've defeated Jette, it's time to hunt for the Mist Generator.

Jette: I see your future! I see...
a bleak future for you all!

Check your inventory of items and make sure you have enough supplies for the battles ahead. If you're running a little low, exit the fortress and locate a nearby shop. Don't forget to drink the water near the save stone to replenish your HP and MP levels.

By pulling the switches on the control panel, you switch the direction of the moving platform. Activate the right switch, exit the south door and you will find a Great Axe. Have Gala equip it right away. Head back to the switches.

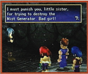
Make your way across the platform and into the next area of the fortress. When you see a fork, take the south path to find a Warrior Icon. Go back to the fork and take the north path to continue to the elevator. Behind the elevator is a chest with a Lost Grail in it. Hop in. You're taken up to the level housing the Mist Generator Room. Follow the hallway to the save stone. It's a good idea to save your progress in preparation for your upcoming battle with Cort.

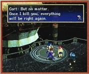
The large door at the end of the next hallway leads to the Mist Generator.

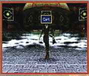
As you prepare to destroy the infernal machine, Cort makes a grand entrance.

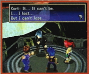
Meta: Vahn, Noa, Gala!
We must destroy the Mist
Generator! Are you ready?

Fighting Prince Cort is quite tedious at first. You must spend a great deal of time trying to destroy his protective shield before you can injure him.


I must punish you, little sister,
for trying to destroy the
Mist Generator. Bad girl!


Cort: But no matter.
Once I kill you, everything
will be right again.




Cort: It... It can't be.
I... I lost...
But I can't lose.

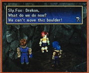
Boss: Cort

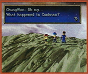
Cort is dominating because he can produce a shield. Before you go to battle, make sure to have any items that will give you an offensive punch and heal HP. Cort has approximately 48,000 HP. You want your party to be at least Level 41 to give yourself a chance. When he lifts his shield, only Hyper Arts will affect it. His attacks can range in damage from 600-2,000 HP! The key is when his shield is down; hit him with everything you have.

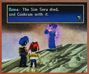
After you turn Prince Cort into a court jester, Karisto Kingdom is finally free of the evil Mist and all its henchmen.

As Cort falls to his death, you can't help but wonder why a member of the Royal Family would want to cause so much chaos. It is now time for you to head to Rim Elm and see your family.

Along the way to Rim Elm, you stop in Conkram. It has been destroyed.


Sly.Fox: Drekon,
What do we do now?
We can't move this boulder!

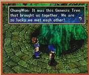

ChungWon: Oh my...
What happened to Conkram?


Ozma: The Sim Seru died,
and Conkram with it.

Ironically, it could not maintain its structural integrity without the support of the Mist. You realize that Noa's parents have been killed and there is nothing you can do to reverse this unfortunate string of events.

Return to Rim Elm

Once you arrive at Rim Elm, you find Vahn in his house.


ChungWon: It was this Genesis Tree
that brought us together. We are
so lucky we met each other!

Make your way to the village Genesis tree; you find Gala there, gazing longingly at it. He stays at the tree while you search for Noa.

She is at the Village Elder's house at the upper right of the village. First talk to everyone in town, then talk to Noa.

The Elder is concerned about Noa's condition. She is very upset over the deaths of her mother and father and cannot fully comprehend what has happened. Vahn tries to comfort her.

Tip

Go to the south part of town to fight Tetsu. Defeat him with no magic to receive a Mettle Gem.

Sly.Fox: I'll never forgive Songi for what he did!

One of the village children soon comes rushing into the Elder's house to inform you of a disturbance at the village square.

None too pleased with your success against the Mist, Songi has arrived to stir up more trouble. He unleashes the Juggernaut onto Rim Elm, creating a massive Sim-Seru that engulfs the village.

Songi expresses his intent to destroy the largest-ever Genesis tree in a mad quest to become unimaginably powerful. The tree stands in Noaru Valley within the Seru-Kai realm.

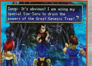
Sly.Fox: Uru Mais is deserted! There's no one here!

It's up to the three of you to stop Songi's campaign of terror. To gain access to Noaru Valley, you must go to Uru Mais. Here you must call upon Teig and ask him to open a portal to the Seru-Kai world.

ChungWon: No... Not the Seru-kai!

Noaru Valley

You arrive at a floating crystal walkway. Explore the many paths and collect items from the chests that you find like the Triumph Armor, Wisdom Fruit, Healing Berry and Magic Water. It takes quite a long time, so stop at the Memory Statue once you're done and save your progress. Continue along the crystal walkway to the Seru-Kai Genesis tree.



Songi: It's obvious! I am using my special Sim-Seru to drain the powers of the Great Genesis Tree!

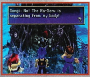
It's time to face Songi one last time. Prepare yourself for a very long, arduous battle. Songi has grown far stronger and now Towers over you.

Boss: Songi

Be at a maximum HP and MP. Equip your best items such as: Minea's Ring, Spirit Jewels, Life Grails, Life Armband, and the Light Talisman. Songi has around 50,000 HP. It would be wise to have your party's level around 42–44. Songi's attacks can be devastating. His Genocidal Cannon attack can inflict as much as 2,100 HPs and his hand attacks as much as 3,200 HP! Restore your health level to maximum at every opportunity and regenerate your characters if they die. It will take a while, but with patience you will prevail.

After you have triumphed over the red-haired menace, the Sim-Seru detaches from Songi's body, leaving him helpless against the Seru-Kai.

Humans cannot exist in this realm unless they are combined with Serus.



Songi: No! The Ra-Seru is separating from my body!

Your attention now turns to the primary Genesis tree. Unfortunately, you find that the three of you are not strong enough to restore it to health. A surprise appearance by some long-forgotten friends gives you the boost you need to rescue the ailing tree.

GET THE DARK STONE
Once you've finally destroyed Songi, leave the Noaru Valley and head for West Voz Forest.

When you arrive at the forest's entrance, follow the path until the first chance to turn west. Continue west to a clearing. Now go north, ignoring all side paths, until you come upon a river across the path. Go over the Bridge Grass and head into the green tunnel made of plants.

The first chance you get, go west and enter the tunnel next to the Memory Statue. Continue through a few more tunnels to end up in a clearing where a dead Genesis tree stands—the chest at its base contains the Dark Stone. Grab the stone and leave the forest.

Your Ra-Seru transports you back to Drake's Kingdom, where you must fight your final battle. You land at Mt. Rikuroa because the Genesis tree in Rim Elm has died.

GET THE DARK TALISMAN
After retrieving the Dark Stone, return to Jeremi to speak with Zalan; you can find him in the house in the town's southwest corner. Show him the Dark Stone and let him rework it. Zalan will work busily for a while as he ransforms the Dark Stone into the Dark Talisman! The Dark Talisman enables whoever equips it to cast the extremely powerful Jedo Spell, which does major damage to multiple targets (200 MP cost). The Dark Talisman also helps protect you from Dark element attacks.

LAPIS
If you go back to Mt. Dhini, a hidden boss, Lapis, will appear. He will attack first and drain your MP to 0. He is extremely strong. If you defeat him, you will get the Evil Medallion.

Bio-Castle (Rim Elm)

The Bio-Castle is the internal structure of the Juggernaut and you must make your way to its core. Start down the throat and into the area with fleshy membrane for walls.

Keep following the trail of small platforms through the throat until you reach the level area.

Get moving through the inner body of the Juggernaut.

You come to a stream of body fluids flowing to the right. Jump in and swim around to the log near the chest.

Approach each log and collect the items from each chest. The chests contain Ra-Seru armor and additional weapons for each character.

Beyond the stream, you arrive at a cavern where the Rim Elm villagers are trapped.

The Juggernaut is feeding off their life force. Make your way across the small platforms to each landing. Here collect more items to help you with your final battle. Talk to the villagers as you pass by them—each gives you an item or relates important information.

Continue deeper into the creature until you reach the part of the Juggernaut that breaks off into many different paths. Follow each path to the end and collect the items from the chests. At long last, you come to a cave opening that leads down to a Memory Statue. Save your progress and step on the two large pods to open the nearby doorway.

The doorway leads to a tunnel, where you are washed down into the depths of the Juggernaut. Here you learn the true fate of Prince Cort. He has become part of the Juggernaut and has lost any remnants of humanity.

Fighting Cort is not an easy task. He has around 60,000 HP. Be at least Level 45. His attacks such as the Doomsday Attack can inflict as much as 2,600 HP! When Cort uses his Ultra Charge, he will then use his Final Crisis Attack. It inflicts as much as 6,000 HP. Make sure to Spirit up your characters. Don't let this discourage you: you need to familiarize yourself with your opponent. Cort—now known as the Devil—is the biggest, most horrifying creature you've yet seen. Use the Point Card that you've been building up since the start of your adventure. After you've exhausted the Card, hit the Devil with your most powerful magic, and then let loose with your Hyper Arts. The way to defeat him is to hit, hit, hit, and hit again. If you do not have the Point Card, make sure to have a few Lost Grails handy. Also equip a Light Talisman and a Magic Grail.

Once you've triumphed over the Devil himself, you are ready to return to quiet, peaceful village life. Your Ra-Serus have given all they can for your cause and are now sapped of energy. They separate from your arms and become part of the one thing that cannot be destroyed: history.

Now that your adventure has drawn to a close, you have a few choices to make. When you're back in the village, you can view one of several endings. If you wish to view the other endings, you must simply defeat the Devil again.

Different Endings

After the battle with Cort, Vahn and Dr. Usha are in Rim Elm. Nene will ask a question. Answer, "Dr. Usha, a brilliant scientist." If you do not, you will be asked the same question over and over again. Dr. Usha will then say, "Vahn, I want you to tell me why you are leaving." There will be four choices. These four choices determine which ending you will see.

If you say, "To thank all the people who helped me," be sure to talk to everyone in Rim Elm. Then proceed to the Elder and talk to him. Everybody will say goodbye and then the credits will appear.

If you say, "To see a Mist-free world," talk to Mei. She will join you. Talk to everyone in town and then go to the Elder. The townspeople will say goodbye and the credits will appear.

If you say, "To tell Noa my true feelings," you will find out Mei is getting together with Ixis! Talk to all the townspeople. Then talk to the Elder. The townspeople will say goodbye while Vahn leaves, and then the credits appear.

If you say, "To train at Biron Monastery," Vahn will find out that Maya wants to go to the Biron Monastery. Ixis tells Vahn that if he does not hurry back, he will court Mei. Tetsu likes Vahn's plans. After all this, talk to the townspeople and then to the Elder to say goodbye.

Congratulations are in order. Peace has finally returned to the Kingdoms of Legaia as a result of the valiant efforts of three unassuming heroes.

At the end of the credits, press the X button to see detailed statistics of your characters in the game.

Armor Tables

Vahn

Armor	Type	Cost	Selling Price	Location	Strength	Upper Defense	Lower Defense	Intelligence
Expert Armor	Body	22,200	11,100	Sol Tower (Lower)	—	57	56	—
Expert Boots	Leg	8,800	4,400	Ratayu	40	—	37	—
Expert Seal	Head	2,400	1,200	Vidna, Octam	—	23	—	16
Hero Armor	Body	—	20,000	—	—	68	67	—
Hero Boots	Leg	15,500	7,750	Sol Tower (Upper)	55	—	42	—
Hero Seal	Head	12,500	6,250	Sol Tower (Lower)	—	44	—	40
Hunter Clothes	Body	900	450	—	—	8	7	—
Ironman Armor	Body	5,300	2,650	—	—	33	34	—
Ironman Boots	Leg	1,400	700	Wind Cave	16	—	14	—
Ironman Seal	Head	940	470	Wind Cave	—	15	—	10
Master Armor	Body	15,400	7,700	Sol Tower (Upper)	—	45	45	—
Master Boots	Leg	3,200	1,600	Sol Tower (Upper)	25	—	22	—
Ra-Seru Armor	Body	—	—	Bio Castle	—	83	82	—
Ra-Seru Boots	Leg	—	—	Bio Castle	86	—	62	—
Ra-Seru Seal	Head	—	—	Bio Castle	—	62	—	64
Savior Clothes	Body	1,800	900	Water Cave, Wind C	—	16	15	—
Triumph Armor	Body	—	—	—	—	70	69	—
Triumph Boots	Leg	31,000	15,500	Soren Camp	72	—	54	—
Warrior Armor	Body	3,700	1,850	Jeremi, Vidna	—	24	24	—
Warrior Boots	Leg	420	210	Drake Castle	7	—	7	—
Warrior Seal	Head	240	120	Drake Castle	—	6	—	3
Warrior's Leg Armor	Leg	420	210	—	—	7	7	—

Noa

Armor	Type	Cost	Selling Price	Location	Strength	Upper Defense	Lower Defense	Intelligence
Battle Robe	Body	35,000	17,500	Buma, Usha Research	—	65	60	—
Electric Shoes	Leg	560	280	Drake Castle	6	—	8	—
Fighting Robe	Body	1,100	550	Drake Castle	—	10	9	—
Green Clip	Head	1,000	500	Wind Cave	—	16	—	10
Green Robe	Body	2,800	1,400	Wind Cave	—	19	18	—
Guardian Clip	Head	320	160	Drake Castle	—	7	—	4
Jeweled Clip	Head	2,500	1,250	Ratayu	—	25	—	18
Olive Shoes	Leg	3,900	1,950	—	Jeremi, Vidna	29	—	
Pronged Crown	Head	18,200	9,100	Soren Camp	—	50	—	47
Ra-Seru Plume	Head	—	—	Bio Castle	—	60	—	64
Ra-Seru Robe	Body	—	—	Bio Castle	—	84	78	—
Ra-Seru Shoes	Leg	—	—	Bio Castle	90	—	60	—
Royal Crown	Head	9,400	4,700	Sol Tower (Upper)	—	37	—	30
Scarlet Robe	Body	—	2,400	—	—	31	29	—
Steel Boots	Leg	18,000	9,000	Sol Tower (Lower), Soren Camp	61	—	46	—
Tempest Robe	Body	13,400	6,700	Ratayu, Sol Tower (Upper)	—	42	39	—
Tempest Shoes	Leg	—	950	Wind Cave	19	—	17	—

Gala

Armor	Type	Cost	Selling Price	Location	Strength	Upper	DefenseLower	Defense	Intelligence
Fighter's Band	Head	2,600	1,300	—	—	28	—	20	—
Fighting Boots	Leg	4,300	2,150	Ratayu	33	—	31	—	—
Fighting Plate	Body	4,600	2,300	Vidna	—	28	30	—	—
Power Earring	Head	780	360	Water Cave, Wind Cave	—	14	—	8	—
Power Plate	Body	2,100	1,050	Water Cave, Wind Cave	—	16	17	—	—
Power Shoes	Leg	1,300	650	Wind Cave	16	—	14	—	—
Ra-Seru Helmet	Head	—	—	Bio Castle	—	64	—	64	—
Ra-Seru Plate	Body	—	—	Bio Castle	—	75	84	—	—
Ra-Seru Thongs	Leg	—	—	Bio Castle	88	—	64	—	—
Valor Plate	Body	13,800	6,900	—	—	41	44	—	—
War God Band	Head	21,000	10,500	Buma, Soren Camp	—	47	—	42	—
War God Boots	Leg	29,000	14,500	Buma, Soren	66	—	49	—	—
War God Plate	Body	28,800	14,400	Sol (Lower), Soren	—	60	62	—	—

Weapon Tables

Vahn

Weapon	Cost	Selling Price	STR	Location
Astral Sword	N/A	N/A	97	Sol Tower (Lower)
Battle Knife	1,200	600	18	Biron Monastery
Beast Buster	14,500	7,250	58	Sol Tower (Upper)
Chaos Breaker	N/A	16,000	72	Soren Camp
Force Blade	4,200	2,100	40	Ratayu
Ra-Seru Blade	N/A	N/A	98	Bio Castle
Short Sword	2,700	1,350	24	Jeremi, Vidna
Survival Knife	180	90	6	Rim Elm, Hunter's Spring
Vahn Fist	500	250	11	Drake's Kingdom

Noa

Weapon	Cost	Selling Price	STR	Location
Bloody Claw	9,500	4,750	49	Sol (Upper)
Crimson Nails	980	490	16	Biron Monastery
Fighter Claw	2,900	1,450	26	Jeremi, Vidna
Golden Claw	N/A	22,000	86	Jette Fortress
Hard Beat	3800	19,00	34	Ratayu
Heavy Strike	N/A	17,000	73	Sol
Holy Claw	17,000	8,500	64	Sol Tower (Upper)
Nail Glove	160	80	6	Sebucus Islands
Noa Feral	98	300	9	Drake Kingdom
Ra-Seru Fangs	N/A	N/A	96	Bio-Castle

Gala

Weapon	Cost	Selling Price	STR	Location
Battle Axe	15,600	7,800	62	Sol Tower (Upper)
Gala Mace	N/A	2,600	38	Octam (Underground)
Great Axe	N/A	27,500	88	Jette Fortress
Power Club	N/A	18,000	76	Karisto Kingdom
Ra-Seru Club	N/A	N/A	100	Bio Castle
Red Club	3,600	1,800	30	Vidna
Survival Axe	10,800	5,400	53	Sol (Upper/Lower)
Survival Club	860	430	15	Biron Monastery, Water Cave

Enemies and Bosses

Enemies

NAME	ATTACK TYPE(S)	EXTRA EFFECT	AREA(S) FOUND
Acid Slime	Melt Spray	Attributes Decrease	Karisto
Aluru	Aluru Cannon	—	Dohati Castle/Sol Tower
Aluru Level 2	Rolling Crash/Aluru Cannon	—	Nivora Ravine
Aluru Level 3	Rolling Crash/Aluru Cannon	—	Bio Castle
Amethyst	—	—	Nivora Ravine
Barra	Windcutter	—	Floating Castle/Rogue Tower
Barra Level 2	Multi Cutter	—	Jette's Fortress/Noaru Valley
Barra Level 3	Multi Cutter	—	Bio Castle
Black Piura	—	—	Snowdrift Cave
Blue Piura	Drill	—	Snowdrift Cave
Boogie Pump	Windcutter	—	Usha Research Center\Uru Mais
Curry Devil	Cross Beam	—	Octam
Dark Ogre	Power Charge	Increase Power	Outside Jette's Fortress
Dead Bone	Curse All	Cursed	Sol Tower
Death Trigger	—	—	North Karisto
Death Wings	Phosphor	Venom	Sebucus Islands
Demon Fly	Phosphor	Toxic	Ratayu
Devil Pump	Multi Cutter	—	Vidna
Drake Ghost	Windhash	—	Drake Castle
Evil Fly	Phosphor	Venom	Drake Kingdom
Evil Shadow	Fatal Decision	Varies	Ratayu
Freed	Water Crystals	—	Fire Path
Freed Level 2	Water Crystals	—	Usha Research Center\Uru Mais
Freed Level 3	Water Crystals	—	Bio Castle
Frog	Poisonous Tongue/Flip Frog	Venom	Drake Kingdom\West Voz Forest
Garnet	White Shield/Heal	Increase Defense	Mt. Dhini
Gel Frog	Poisonous Tongue/Flip Frog	Venom	Fire Path
Ghost Knight	Neo-Windhash/V-Windhash	Cursed	Sol Tower
Giant Rat	Steal	—	North Karisto
Gilium	Thunder Storm	—	Jette's Fortress
Gilium Level 2	Thunder Storm	—	Noaru Valley
Gilium Level 3	Thunder Storm	—	Bio Castle
Gimard	Tail Fire	—	Rim Elm/Drake Castle
Gimard Level 2	Tail Fire	—	Ancient Water Cave/Biron Monastery
Gimard Level 3	Tail Flare	—	Bio Castle
Gizam	Water Column	—	West Voz Forest/Zeto's Dungeon
Gizam Level 2	Water Column	Venom	Shadow Gate
Gizam Level 3	Water Column/Water Hazard	Venom	Bio Castle
Gobu Gobu	Steal	—	Drake Kingdom/Snowdrift Cave
Gola Gola	Rolling Flare	—	Fire Path
Gola Gola Level 3	Rolling Flare	—	Bio Castle
Gola Gola Level Rolling Flare	—	Rogue Tower	
Gold	Stone Press	—	Shadow Gate
Gold Bison	Hell's Tackle	—	Conkram

Golem	Jagged Earth	—	Mt. Rikuroa
Gomboo	Steal	—	Drake Kingdom
Green Slime	Split	—	Drake Kingdom
Grude	Power Up	Increase Agility	Karisto
Guardian	V-Windhash/Windhash	—	Jeremi
Heavy Grude	Power Up	Increase Agility	Outside Jette's Fortress
Hell's Rat	Steal	—	Mt. Letona
Hell's Trigger	—	—	Sebucus
High Gomboo	Steal	—	Sebucus
High Mantis	—	—	North Karisto
Hornet	Poisonous Sting	Venom	Drake Kingdom
Ironman	Jagged Earth	—	Mt. Dhini
Kabuki Rat	Steal	—	Jeremi
Kemaro	Bite	—	Sol Tower/Ratayu
Kemaro Level 2	Bite/Lava Breath	—	Conkram/Jette's Fortress
Kemaro Level 3	Bite/Steal/Lava Breath	—	Bio Castle
Killer Bee	Poisonous Sting	Venom	Octam
Killer Bison	Hell's Tackle	—	Sebucus
Killer Wolf	—	—	Usha Research Center
King Frog	Flip Frog/Toxic Tongue	Toxic	Mt. Letona
Lamia	Glare/Terror Scream	Stone/Fear	Conkram
Lava	Stone Press/Fissure	—	Nivora Ravine
Lip Kid	Kiss Of Death	Numb	Vidna/Ratayu
Lip King	Kiss Of Death	Numb	Mt. Letona
Lippian	Kiss Of Death	Numb	Drake Kingdom/West Voz Forest
Lucifer	Cross Beam	—	Nivora Ravine
Mad Bird	Fish Poison	Venom	Underground Octam/Fire Path
Mad Golem	Earthcrush	—	Conkram
Mad Mantis	—	—	Octam
Mad Ogre	Power Charge	Increase Power	Sebucus
Mage	Void Accessory	Accessory removed	Sol Tower
Medusa	Glare	Stone	Sol Tower
Moldy Worm	Mold Spray	Rot	Mt. Rikuroa
Mush Mush	Running Kick/Moldy Spores	Rot	Fire Path
Mushrin	Poisonous Spore/Running Kick	Venom	East Voz Forest
Mushroom	Running Kick	—	Snowdrift Cave
Mushura	Buzz Saw	—	Ratayu/Mt. Letona
Mushura Level 3	Buzz Saw	—	Bio Castle
Mushura Level 5	Buzz Saw	—	Floating Castle
Neo Bison	Hell's Tackle	—	Mt. Dhini
Neo Grude	Power Up	Increase Agility	Nivora Ravine
Nightmare	Fatal Decision	Varies	Conkram
Nighto	Drill/Propellor	—	West Voz Forest
Nighto Level 2	Drill/Propellor/Ultrasound	Curse	Jeremi
Nova	Scythe Wind	—	Fire Path
Nova Level 2	Scythe Wind	—	Dohati's Castle
Nova Level 3	Scythe Wind	—	Bio Castle
Nurga	Glare	Stone	Uru Mais
Oak Slime	Split	—	Sebucus
Orb	Jewel Beam	—	Octam
Orb Level 2	Jewel Beam/White Shield	—	Vidna
Orb Level 3	Grand Beam/White Shield	—	Bio Castle
Ostrich	—	—	Drake Kingdom
Poisonous Worm	Poisonous Spray	Venom	Sebucus
Puera	Death Game	Varies	Floating Castle

Puera Level 2	Death Game	Varies	Rogue Tower/Jette's Fortress
Puera Level 3	Death Game	Varies	Bio Castle
Pump Bat	Windcutter	—	Mt. Rikuroa
Queen Bee	Toxic Sting	Toxic	South Karisto
Red Piura	—	—	Snowdrift Cave
Rock Lizard	Earthquake	—	Nivora Ravine
Scale Lizard	Earthquake	—	Outside Jette's Fortress
Shade	Fatal Decision	Varies	Sol Tower
Skeleton	—	—	Drake Castle
Skull Knight	Curse	Cursed	Ratayu
Slippery	Poisonous Breath	Toxic	Conkram
Slippery Level 2	Poisonous Breath/Big Wave	Toxic	Rogue Tower/Jette's Fortress
Slippery Level 3	Moldy Breath/Big Wave	Rot	Bio Castle
Sorcerer	Void Accessory	Accessory removed	Buma
Speed Wolf	Terror Scream	Fear	North Karisto
Spike Fish	Fish Poison	Venom	Jeremi
Spoon	White Shield/Heal	Increase Defense	Sol Tower
Spoon Level 2	White Shield/Hyper Heal	Increase Defense	Rogue Tower/Jette's Fortress
Spoon Level 3	Rolling Crash/White Shield/Hyper Heal	Increase Defense	Bio Castle
Swordie	Mincer	—	Jeremi/Dohati's Castle
Swordie Level 2	Mincer/Vacuum Slicer	—	Vidna
Swordie Level 3	Mincer/Vacuum Slicer	—	Bio Castle
Terror Face	Stone Press/Fissure/Terror Scream	Fear	Floating Castle
Tetsu	Somersault	—	Rim Elm
Theeder	Thunderbolt	—	SnowDrift Cave
Theeder Level 2	Thunderbolt	—	Biron Monastery/1st Mist Generator
Theeder Level 3	Thunder Blast	—	Bio Castle
Thermo	Void Accessory	Accessory Removed	Floating Castle
Topaz	White Shield/Hyper Heal	Increase Defense	Floating Castle
Twin Tomb	—	—	East Voz Forest
Vera	Bloodsucker/Heal	—	Mt. Rikuroa/West Voz Forest
Vera Level 2	Bloodsucker/Heal	—	Zeto's Dungeon
Vera Level 3	Bloodsucker/Heal	—	Bio Castle
Verial	Cross Beam	—	Vidna
Viguro Level 2	Thunder Break	—	Ratayu
Viguro Level 3	Thunder Burst	—	Bio Castle
Wailing Bird	Fish Poison	Venom	Sebucus Islands
Warfish	Ultrasound	Curse	Nivora Ravine
Warhalf	Ultrasound	Curse	Sol Tower
Warman	Ultrasound	Curse	Underground Octam/Fire Path
Wolf	—	—	Sebucus
Worm	—	—	South Karisto
Zenoir	Fire Claw	—	Zeto's Dungeon
Zenoir Level 2	Fire Claw	—	Dohati's Castle
Zenoir Level 3	Grand Claw	—	Bio Castle

Bosses

NAME	ATTACK TYPE(S)	EXTRA EFFECT	AREA(S) FOUND
Berserker	Spore Gas/Poisonous Gas	Rot/Venom	Jeremi
Berserker Level 2	Spore Gas/Stone Circle/Poisonous Gas	Rot/Venom	Rogue's Tower
Berserker Level 3	Spore Gas/Stone Circle/Poisonous Gas	Rot/Venom	Rogue's Tower
Caruban	Bite/Flap/Fire Breath	—	Mt. Rikuroa
Caruban Level 2	Bite/Flap/Fire Breath	—	Rogue's Tower
Caruban Level 3	Bite/Flap/Fire Breath	—	Rogue's Tower
Che Delilas	Megaton Press	—	Nivora Ravine
Cort	—	Mystic Shield/Mystic Circle/ Guilty Cross/Evil Seru Magic	—
Cort	Ultimate Charge/Final Crisis/Doomsday	—	Bio Castle
Dohati	Chaos Breath	Toxic	Dohati's Castle
Gaza	Astral Slash	—	Sol Tower(Upper)
Gaza (Sim Seru)	Astral Wave/Neo Star Slash	—	Sol Tower (Lower)
Gi Delilas	Burning Slash	—	Nivora Ravine
Jette	Shadow Break/Clone	—	Jette's Fortress
Koru	Blade Breath/Thunder Needle/ Gigaton Press/Dead Crisis	—	Nivora Ravine
Lapis	Lapis Wave	Lose magic	Mt. Dhini
Lu Delilas	Plasma Strike	—	Nivora Ravine
Rogue	Element Change/Rogue Flame/ Rogue Wind/Rogue Thunder	—	Rogue's Tower
Songi (Gray Hair)	Hyper Attack/Hyper Lightning/ Hyper Crush	—	Mt. Letona
Songi (Red Hair)	Hyper Wave	—	Zeto's Dungeon
Songi (Seru)	Chaos Flare	—	Seru-Kai
Tetsu	Somersault	—	Rim Elm (After Cort)
Van Saryu	Jugger Power/Earthquake	Increase Statuses	Ratayu Castle
Viguro	Thunder Break	—	Ratayu/East Voz Forest
Xain	Terio Punch/Bull Charge/Bloody Horns	—	Fire Path
Zeto	Big Wave/Call Wave	—	Zeto's Dungeon
Zora	Dark Typhoon/Glare	Stone	Floating Castle

Magic Table

CREATURE/NAME	MAGIC POINTS	RA-SERU SKILL	ADD EFFECT (LEVEL)	TARGETS
Aluru	90	Final Blaster	—	Single Enemy
Barra	85	Hell Dive	Targets SPD -5% (lvl 3)/Targets SPD -10% (lvl 5)/Targets SPD -15% (lvl 7)/Targets SPD -20% (lvl 9)	Single Enemy
Freed	90	Freezing Point	Targets AGL -5% (lvl 3)/Targets AGL -10% (lvl 5)/Targets AGL -15% (lvl 7)/Targets AGL -20% (lvl 9)	All Enemies
Gilium	160	Space Cannon	Targets INT -5% (lvl 3)/Targets INT -10% (lvl 5)/Targets INT -15% (lvl 7)/Targets INT -20% (lvl 9)	All Enemies
Gimard	10	Burning Attack	Targets Attack -5% (lvl 3)/Targets Attack -10% (lvl 5)/Targets Attack -15% (lvl 7)/Targets Attack -20% (lvl 9)	Single Enemy
Gola Gola	40	Fire	Targets Attack -5% (lvl 3)/Targets Attack -10% (lvl 5)/Targets Attack -15% (lvl 7)/Targets Attack -20% (lvl 9)	All Enemies
Gozem	28	Bubble Crush	Targets AGL -5% (lvl 3)/Targets AGL -10% (lvl 5)/Targets AGL -15% (lvl 7)/Targets AGL -20% (lvl 9)	All Enemies
Iota	90	Odd Dimension	Targets Defense -5% (lvl 3)/Targets Defense -10% (lvl 5)/Targets Defense -15% (lvl 7)/Targets Defense -20% (lvl 9	All Enemies
Juggernaut	255	Unknown (lvl Dark Eclipse)	—	All Enemies
Kemaro	72	Fang	Targets Defense -5% (lvl 3)/Targets Defense -10% (lvl 5)/Targets Defense -15% (lvl 7)/Targets Defense -20% (lvl 9)	Single Enemy
Mushura	60	Crazy Driver	Targets Defense -5% (lvl 3)/Targets Defense -10% (lvl 5)/Targets Defense -15% (lvl 7)/Targets Defense -20% (lvl 9)	All Enemies
Nighto	13	Hell's Music	—	Single Enemy
Nova	48	Violent Wind	Targets SPD -5% (lvl 3)/Targets SPD -10% (lvl 5)/Targets SPD -15% (lvl 7)/Targets SPD -20% (lvl 9)	Single Enemy

CREATURE/NAME	MAGIC POINTS	RA-SERU SKILL	ADD EFFECT (LEVEL)	TARGETS
Orb	18	Restore all Companions	Cures Poison (lvl 3)/Cures Rot/Poison (lvl 5)/Cures Numb/Mold/Poison (lvl 7)/	All Allies
Puero	120	Dream Illusion	Target's MP -5% (lvl 3)/Target's MP -10% (lvl 5)/Target's MP -15% (lvl 7)/Target's MP -20% (lvl 9)	All Enemies
Ra-Seru Horn	200	Resurrector	—	All Allies
Ra-Seru Jedo	200	Deadly Promise	—	All Enemies
Ra-Seru Meta	240	Inferno	—	All Enemies
Ra-Seru Mule	200	Deep Avalanche	—	All Enemies
Ra-Seru Ozma	240	Voltagor	—	All Enemies
Ra-Seru Palma	200	Meteor Cluster	—	All Enemies
Ra-Seru Terra	240	Queen Twister	—	All Enemies
Slippery	110	Deadly Rain	Targets AGL -5% (lvl 3)/Targets AGL -10% (lvl 5)/Targets AGL -15% (lvl 7)/Targets AGL -20% (lvl 9)	All Enemies
Spoons	45	Holy Eyes	Cures Poison (lvl 3)/Cures Rot, Poison (lvl 5)/Cures Numb, Mold, Poison (lvl 7)	All Allies
Swordie	32	Sonicsizer	Targets SPD -5% (lvl 3)/Targets SPD -10% (lvl 5)/Targets SPD -15% (lvl 7)/Targets SPD -20% (lvl 9)	Single Enemy
Theeder	24	Turning Laser	Targets INT -5% (lvl 3)/Targets INT -10% (lvl 5)/Targets INT -15% (lvl 7)/Targets NT -20% (lvl 9)	Single Enemy
Vera	6	Mystic Care	Cures Poison (lvl 3)/Cures Rot, Poison (lvl 5)/Cures Numb, Mold, Poison (lvl 7)/Single Ally	
Viguro	64	Plasma Storm	Targets INT -5% (lvl 3)/Targets INT -10% (lvl 5)/Targets INT -15% (lvl 7)/Targets INT -20% (lvl 7)	All Enemies
Zenoir	36	Vertical Hammer	Targets Attack -5% (lvl 3)/Targets Attack -10% (lvl 5)/Targets Attack -15% (lvl 7)/Targets Attack -20% (lvl 9)	Single Enemy

KEY
INT=INTELLIGENCE
SPD=SPEED
AGL=AGILITY
LVL=LEVEL

Accessories

NAME	COST	SELLING PRICE	SPECIAL	AREA FOUND
Azure Jewel	2,500	1,250	+20% LDF	East Voz Forest
Bad Luck Bell	13,000	6,500	More Battle	—
Bronze Book	8,000	4,000	More Items	—
Burning Jewel	2,000	1,000	Fire Defense	Zeto's Dungeon
Chicken Guard	10,000	5,000	Opponents can't run	—
Chicken Heart	10,000	5,000	Better Escape	Danpas/Dohati Castle
Chicken King	—	12,500	100% Escape	Muscle Dome
Chicken Safe	10,000	5,000	+ Defense Escape	—
Crimson Book	—	32,500	x3 Experience	Bio Castle
Cure Amulet	800	400	Nullify Venom	East Voz Forest
Dark Stone	—	—	Dark Defense	West Voz Forest(after Seru-Kai)
Dark Talisman	—	—	Dark Defense	Zalan (From Dark Stone)
Deep Sea Jewel	2,000	1,000	Water Defense	East Voz Forest
Defender Chain	1,200	600	Block Up	—
Earth Jewel	2,000	1,000	Earth Defense	East Voz Forest
Earth Egg	100,000 coins	—	Earth Defense	Sol Slot
Earth Talisman	—	—	Earth Defense	Zalan (from Earth Egg)
Ebony Jewel	4,000	2,000	Dark Defense	—
Evil God Icon	—	20,000	Steal when Attack	Sol Slot/Floating Castle
Evil Medallion	—	4,999	Berserk	Lapis/Devil Cort
Evil Talisman	—	—	Less Battle	Saryu
Fire Droplet	—	—	AP=100	Uru Mais
Forest Amulet	2,000	1,000	Nullify Rot	Sky Garden
Golden Book	—	20,000	+25% Gold	Sol
Golden Compass	3,000	1,500	More First-Strike	Viguro
Good Luck Bell	—	6,000	Less Battle	Mt Dhini
Guardian Chain	—	3,000	No Block	Fire Path/Rogue's Tower
Guardian Ring	8,000	4,000	+20% LDF/UDF	Vidna Slot/Jeremi
Ivory Book	5,000	2,500	+ Summon Probability	Drake Kingdom/Ratayu
Life Armband	—	15,000	+25% Max HP	Sol/Absolute Fortress/Bio Castle
Life Grail	—	20,000	Recover 200 HP/Turn	Fishing (Buma)/Sol Warehouse
Life Ring	9,500	4,750	+10% Max HP	Ancient Path Treasure Chest
Life Source	50,000	25,000	+ HP from Walking	Karisto Station
Light Egg	—	—	Light Defense	Cara
Light Talisman	—	—	Light Defense	Zalan (from Light Egg)
Lost Grail	—	30,000	Recover Max HP after 0	Sol Slot/Conkram/Absolute Fortress/Bio Castle/Van Saryu

NAME	**COST**	**SELLING PRICE**	**SPECIAL**	**AREA FOUND**
Luminous Jewel	4,000	2,000	Light Defense	—
Madlight Jewel	4,000	2,000	Thunder Defense	—
Magic Amulet	2,000	1,000	Nullify Curse	West Voz Forest
Magic Armband	—	25,000	+25% Max MP	Rogue's Tower or Bio Castle
Magic Grail	—	20,000	Recover 20 MP/turn	Fishing (Buma)/Uru Mais/Cort
Magic Ring	—	10,000	+10% Max MP	Sol/Vidna/Floating Castle
Magic Source	50,000	25,000	+ MP from Walking	Karisto Station
Mei's Pendant	—	—	+10% Max HP	Rim Elm or Bio Castle
Mettle Armband	40,000	20,000	+25% Gain AP	Fishing (Vidna)/Dohati
Mettle Gem	—	32,000	Use 50% less AP	Nivora Ravine/Tetsu
Mettle Goblet	—	32,500	AP=100	Bio Castle
Mettle Ring	12,000	6,000	+10% AP Gain	Songi (in Zeto's Dungeon)
Mettle Source	50,000	25,000	+ AP from Walking	Karisto Station
Minea's Ring	—	—	+25% Max HP	Conkram (Past)
Nature Amulet	8,000	4,000	Nullify Numb	Iota
Nemesis Jewel	—	—	Increase Encounters	King Nebular and Queen Minea
Power Ring	8,000	4,000	+20% Attack	Fishing (Vidna)/Mt. Letona
Pure Amulet	1,600	800	Nullify Venom/Toxin	—
Rainbow Jewel	—	25,000	All Defense	Nivora Ravine/Absolute Fortress
Ra-Seru Egg	—	—	Thunder Defense	West Voz Forest
Scarlet Jewel	2,500	1,250	+20% UDF	Mt. Rikuroa
Seru Flame	—	—	+25% AP Gain	King Nebular
Silver Compass	3,000	1,500	Decrease Ambush Rate	Ancient Wind Cave/Zeto
Slowness Chain	1,000	500	Act Last	Octam Mayor
Speed Chain	—	15,000	Act First	Disco King
Speed Ring	8,000	4,000	+20% Speed	Jeremi
Spirit Jewel	—	15,000	-25% MP Use	Sol/Nivora Ravine/Conkram (Present)
Spirit Talisman	—	25,000	-50% MP Use	Fishing (Buma)/Iota LV2/Iota LV3
Star Pearl	—	—	+20% Int	Jeremi
Stone Amulet	15,000	7,500	Nullify Stone	—
Target Chain	1,200	600	Accuracy Up	Jeremi
Tempest Jewel	2,000	1,000	Wind Defense	Zetos' Dungeon
Unholy Icon	—	25,000	Penetrate Enemy Defense	Mt Dhini/Absolute Fortress
Vitality Ring	50,000	25,000	+20% Agility	Sol Slot
War God Icon	—	30,000	Double Attack	Fishing (Vidna)/Muscle Dome
War Soul	60,000	30,000	Increase Hyper Art Power	Vidna Slot/Dohati Castle
Warrior Icon	—	27,500	Counterattack	Nivora Ravine/Absolute Fortress
Water Egg	20,000 Points	—	Water Defense	Fishing (Buma)
Water Talisman	—	—	Water Defense	Zalan (from Water Egg)
Wisdom Ring	8,000	4,000	+20% INT	Mt. Letona
Wonder Amulet	—	25,000	Nullify Abnormal	Sol/Mt Dhini/Absolute Fortress
Yuma's Ring	—	—	+10% Max MP	Vidna
Zalan's Crown	—	—	+10% AP Gain	Zalan

Arts

Vahn's Arts

ART NAME	AP	BUTTON COMBO
Vahn's Craze (Miracle Art)	99	→,↓,←,↑,←,↑,→,↓,←
Burning Flare	50	→,↓,←,↓,←
Fire Blow	40	→,→,↓,←
Tornado Flame	30	→,→,←
Cross Kick	24	↓,↓,↓,↑
Hurricane	24	↑,↑,↓,↓,
Spin Combo	24	↑,↓,→,←
Pyro Pummel	24	←,→,↑,←
Hyper Elbow	18	←,→,←
Power Punch	18	←,←,↓
Somersault	18	↑,↓,↑
Cyclone	24	↓,↑,↑,↑
PK Combo	24	↓,↑,↑,←
Slash Kick	18	↑,↓,←
Charging Scorch	18	↓,→,↑
Fire Tackle	54	←,→,←,←,↓,→,↑
Power Slash	54	↓,→,↑,↓,↑,↓,←
Maximum Blow	54	↓,→,↑,↓,←,←,↓
Rolling Combo	66	↑,↓,→,←,←,↓,↑,↑,←
Tri-Somersault	60	↑,↓,↑,↑,↑,↓,↑

Gala's Arts

ART NAME	AP	BUTTON COMBO
Explosive Fist	50	→,→,←,←,←
Lightning Storm	40	→,→,↑,←
Thunder Punch	30	→,→,←
Black Rain	24	↑,←,↓,↓
Side Kick	24	↓,↓,↑,↑
Battering Ram	18	←,→,↓
Flying Knee Attack	18	↓,↑,←
Guillotine	18	←,↑,←
Bull Horns	30	←,↑,→,↓,←
Neo Raising	30	←,←,→,↑,←
Electro Thrash	30	↑,←,↓,→,←
Back Punch	18	←,→,←
Head Splitter	18	←,↑,↑
Ironhead	18	↑,↓,↓
Biron Rage (Miracle Art)	99	→,→,↓,↑,↓,↑,↓,←,←
Triple Back Punch	54	↑,↓,↓,↑,←,→,←
Super Ironhead	54	↓,↑,←,↑,↑,↓,↓
Heaven's Drop	60	↓,↑,←,↑,↑,←,↓,↓
Rushing Crush	54	←,→,↓,↑,←,↑,↑
Neo Static Raising	66	←,→,←,↑,←,←,→,↑,←

Noa's

ART NAME	AP	BUTTON COMBO
Hurricane Kick	70	←,↑,↑,↑,↑,↓,→
Vulture Blade	50	←,←,→,←,→
Frost Breath	40	←,←,→,→,
Rushing Gale	30	↑,↑,←,↓,→
Bird Step	24	→,←,↓
Dolphin Attack	24	→,→,←,→
Swan Driver	24	↓,↓,↓,↑
Lizard Tail	18	↑,↓,↑
Blizzard Bash	18	↓,↑,↑,↑
Mirage Lancer	24	→,→,↑,↑
Tempest Break	36	→,→,←,↑,↑,↑
Tough Love	30	↓,↑,↓,←,→
Acrobatic Blitz	18	↑,↓,↓
Sonic Javelin	18	→,↓,→
Noa's Ark (Miracle Art)	99	←,↑,→,↓,↑,←,↑,↓,→
Super Javelin	48	↑,↑,←,↓,→,↓,→
Super Tempest	60	→,→,←,→,→,←,↑,↑,↑
Love You	72	→,→,↑,↑,↓,↑,↓,←,→
Triple Lizard	60	↑,↓,↓,↓,↑,↑,↑,↓,↑
Dragon Fangs	60	↑,↓,↑,↑,↑,↓,↓

Items/Potions

NAME	EFFECT	COST	SELL
Antidote	Cure Venom	40	20
Camera Stone	Take Picture	100	N/A
Door of Light	Teleport Escape	200	100
Deluxe Rod	N/A	N/A	N/A
Door of Wind	Teleport Move	200	100
Evil Seru Key	N/A	N/A	N/A
Fury Boost	+action gauge	N/A	1000
Fertilizer	For Bridge Grass	N/A	N/A
Guardian Water	+4 Defense	N/A	1000
Genesis Seedling	Seedling	N/A	N/A
Healing Berry	Max HP	3000	1500
Gold Card	Disco Club	N/A	N/A
Healing Bloom	+200 HP All	600	300
Legendary Rod	N/A	N/A	N/A
Healing Flower	+800 HP	400	200
Letona Key	Opens Gate to Letona	N/A	N/A
Healing Fruit	+800 HP All	2400	1200
Lightning Key	Opens Lightning Gate	N/A	N/A
Healing Leaf	+200 HP	100	50
Mary's Diary	Hyper Art Book	N/A	N/A
Healing Shroom	+200 HP	60	30
Mountain Key	Opens Mountain Gate	N/A	N/A
Heavy Lure	Deep Waters	1000	200
Music Score	Music For Grantes	N/A	N/A
Honey	+4 All Stats	N/A	N/A
Old Rod	N/A	N/A	N/A
Incense	-Attack Frequency	N/A	1000
Platinum Card	Buy More	N/A	N/A
Life Water	+16 Max HP	N/A	2500
Point Card	Worth 5% of Purchase	N/A	N/A
Light Lure	Shallow Waters	200	100
Ruins Key	Opens Dream Doors	N/A	N/A
Lippian Flute	Call Lippian	N/A	50
Soren Flute	Call Soren	N/A	N/A
Magic Fruit	+200 MP	5000	2500
Soren Secrets	Hyper Art Book	N/A	N/A
Magic Leaves	+50 MP	1000	500
Spring Salts	N/A	N/A	N/A
Magic Water	+8 Max MP	N/A	2500
Star Key	Open Star Door	N/A	N/A

Medicine	Cure Abnormal	300	150
Sunrise Key	Opens Rising Sun Gate	N/A	N/A
Miracle Water	+4 All Stats	N/A	5000
Swimsuit	For Photo Op	N/A	N/A
Normal Lure	Normal Waters	500	150
TimeSpace Bomb	Blow Up Koru	N/A	N/A
Phoenix	Resurrect Ally	1600	800
Water Key	Open Water Gate	N/A	N/A
Power Elixir	+Attack	1500	750
Weed Hammer	Break Weeds	N/A	N/A
Power Water	+4 Attack	N/A	2500
West Ratayu Key	Open West Gate	N/A	N/A
Shield Elixir	+Defense	N/A	750
Zalan's Letter	For Pepe	N/A	N/A
Soru Bread	Feed Sages	6000	3000
Speed Elixir	+Speed	1500	750
Spikefish Flute	Call Blowfish	N/A	N/A
Swift Water	+4 Speed	N/A	1000
Wisdom Water	+4 Int	N/A	1000
Wonder Elixir	+Attributes	N/A	3000

ITEM/POTION	**EFFECT**	**LOCATIONS FOUND**
Wind Book	N/A	Water Gate
Wind Book 2	N/A	Xain
Wind Book 3	N/A	Lu Delilas
Fire Book	N/A	Drake Castle
Fire Book 2	N/A	Berserker
Fire Book 3	N/A	Gi Delilas
Thunder Book	N/A	Zeto's Dungeon
Thunder Book 3	N/A	Che Delilas

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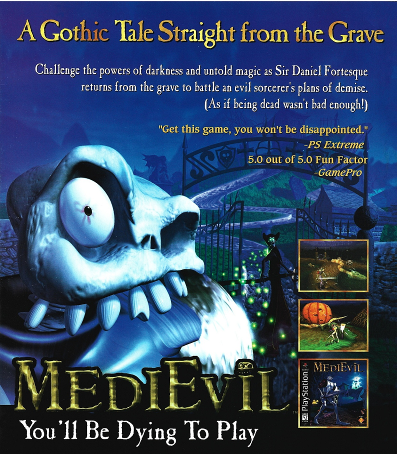

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